

RINGWORLD™

Revenge of the Patriarch™

USER'S MANUAL

RINGWORLD: Revenge of the Patriarch™

RINGWORLD AND KNOWN SPACE
CREATED BY
Larry Niven

GAME DESIGN

*John Jarrett
Chris Hoyt
Robert E. Heitman*

GAME PROGRAMMING

*Chris Hoyt
with
Robert E. Heitman
Nancy Churchill*

PRE-PRODUCTION DESIGN & ART DIRECTION

Douglas Herring

ANIMATION

*Deena Krutak
Gary Cox
Les White*

BACKGROUNDS

*Jane Cardinal
Peter Ledger
Susan Wilson
with
Gary Cox
John Shaw
Les White
Deena Krutak*

TALKER ANIMATION

*Deena Krutak
with
Gary Cox
Les White*

MUSICAL SCORE AND SOUND EFFECTS

Ken Allen

TsAGE DEVELOPED BY

*Robert E. Heitman
Eric Hart
John Rettig
Chris Hoyt
John Crane
John Hamilton*

TsAGE MUSIC SYSTEM

Eric Hart

QUALITY ASSURANCE

*Sol Ackerman
Becky Jarrett
Bryan Ackerman
Monica Longaker*

COVER ILLUSTRATION

John Shaw

PACKAGE AND USER'S MANUAL DESIGN AND LAYOUT

*Greg Steffen
Steffen Design Group*

USER'S MANUAL

*John Jarrett
Robert E. Heitman*

RINGWORLD and all prominent characters and elements contained therein are trademarks of New Frontier Entertainment.
© New Frontier Entertainment, 1992
RINGWORLD: Revenge of the Patriarch™
TM designates trademark of Tsunami Media, Inc.
© Tsunami Media, Inc., 1992. All rights reserved.
Printed in the U.S.A.

WELCOME

RINGWORLD: REVENGE OF THE PATRIARCH IS AN interactive story game set in the realm of Known Space created by best-selling author Larry Niven. This manual is your guide and contains vital specifications on how to repair your hyperspace control circuits. It also contains helpful information on installing, playing, and enjoying Ringworld, so we suggest that you read the entire manual as you are installing the program.

24 HOUR HINT LINE 900.903.WAVE (9283)

As you play *Ringworld: Revenge of the Patriarch*, you may encounter puzzles that you consider insurmountable. Don't despair. Hints on all Tsunami games are available 24 hours a day by calling 900.903.WAVE (9283). Calls to this number are NOT free. You will be charged \$.80 per minute for each minute of the call. Callers under 18 years of age must have the permission of a parent or guardian to call this number. Game hints are solely the responsibility of Tsunami Media, Inc. and all contents are copyrighted by Tsunami Media, Inc. All rights reserved.

THIS SECTION OF THE MANUAL CONTAINS INSTRUCTIONS on how to install the game and begin play.

Minimum System Needed

IBM or 100% compatible
386SX 16 Mhz or faster processor
MS-DOS Version 5.0 or greater
640Kb memory with 590,000 bytes available
VGA adapter (*MCGA not supported*)
Hard disk with 10Mb available
Microsoft compatible mouse
3.5" high density disk drive

THE FOLLOWING PROCEDURE ASSUMES THAT YOUR computer is turned on and that you are entering commands at the DOS prompt. If you are running MS-Windows or any version of a DOS shell program, you must exit or quit out of them and enter the install commands for Ringworld from the DOS prompt.

- 1) Remove your game disks from the box and insert the game disk labeled DISK 1 into a 3.5" floppy disk drive.
- 2) Type the letter of the drive (*into which you inserted DISK 1*) followed by a colon and press [ENTER].
For example, if you inserted your disk into Drive A, you would type A: [ENTER].
- 3) Type INSTALL and press [ENTER].
- 4) The Tsunami logo screen will appear followed by a prompt asking if you are ready to install Ringworld. Click on OK or press [ENTER] to begin the installation procedure. Click on QUIT to exit the computer without installing the game.
- 5) An on-screen prompt will appear to confirm your sound card type. Click on OK or press [ENTER] if the indicated selection is correct. To change the selection, Click on CHANGE SELECTIONS to bring up the Sound Options menu. Now click on the *incorrect* selection to see the other available choices. Click on your new selection. Click on OK when you are satisfied.
- 6) During the installation process, you will be prompted for a game directory name. Clicking on OK or pressing [ENTER] to choose the default, RING, is recommended.

GETTING STARTED**INSTALLING THE GAME**

**INSTALLING
THE
GAME**

Advanced users may wish to substitute a different GAME DIRECTORY name at the prompt. Click on QUIT to exit without installing the game.

- 7) Follow the on-screen prompts and insert game disks as directed. The entire procedure will take about 10 minutes to complete.
- 8) After completing the installation process, return your Ringworld game disks to the box to keep them safe from harm.

**STARTING
THE
GAME**

THE INSTALL PROGRAM HAS PLACED ALL GAME FILES into the GAME DIRECTORY on your hard disk. The GAME DIRECTORY is named RING unless you specified a different name during the INSTALL procedure.

Before you can begin play you must make RING (or the directory you specified, if different) the current directory by typing CD \GAME DIRECTORY [ENTER]. For example, if you selected the default directory, RING (which is recommended), you would type CD \RING [ENTER]. Next, type RING [ENTER]. The title screen will appear and the game will begin.

**THE
STORY**

IT HAS BEEN AN ERA OF PEACEFUL COOPERATION between Humans and Kzinti. The Man-Kzin wars are little more than a rapidly fading memory to most humans and even a few Kzinti.

Twenty years have elapsed since the Human, Louis Wu, and the Kzin, Speaker-to-Animals, returned from the Ringworld. Their journey is still a great secret to all but the most highly placed in the UN and Kzinti Patriarchy. The technology that the Puppeteers revealed to Wu and Speaker has resulted in a major collaboration between Earth and Kzin to produce the fastest ship known to either of their species, The Hyperdrive II.

Technology, however, is not all that Speaker and Wu brought back from their trip to the Ringworld. They also possessed knowledge that the Puppeteers had involved both humans and Kzinti in a breeding experiment of unheard of proportion. Humans were bred for luck, and Kzin were culled for passivity.

The UN reaction has been a heightening of internal scrutiny of affairs within their domain. After all, a lucky humanity was quite possibly a good thing.

The Kzin response has been a bit more negative, as the Puppeteer's covert actions have resulted in the deaths of generations of hot-tempered warriors during the Man-Kzin wars. The Patriarch was outraged, his desire for revenge nearly overwhelming.

But the Puppeteers have failed badly in their attempt to pacify the Kzinti. Far from breeding a more passive Kzin, they have produced a species even more cunning and dangerous. Instead of immediately lashing out as a Kzin from the era prior to the Man-Kzin wars would surely have done, the Patriarch plans the revenge of the Kzinti with great care and secrecy.

The empire of Kzin has worked with the UN on the Hyperdrive II project with the ulterior motive of building a second, nearly identical, ship. The differences are solely in armament. The Kzinti vessel, among its weapons, mounts a massive Slaver Disrupter Cannon capable of disintegrating an entire planet. The UN ship is completely unarmed.

PLAYING RINGWORLD

IN AN INTERACTIVE STORY GAME, YOU CONTROL THE actions of one of the major characters in the story. In *Ringworld: Revenge of the Patriarch*, you play a human mercenary named Quinn. As you play, you will control Quinn's decisions and actions. Various obstacles are placed in Quinn's path and you must determine the best course of action to surmount them. Your judgment and wits are directly responsible for moving the story along.

USING THE MOUSE

ALL INTERACTIONS WITH CHARACTERS AND SITUATIONS in Ringworld use mouse clicks from the LEFT mouse button on various portions of the scene. Whether you want to walk someplace or give something to someone, you will communicate your wishes by clicking with the mouse. The result of your click depends on the current ACTION that you have selected. Each ACTION is selected from the ACTION MENU and will be indicated by a distinctive style of mouse pointer.

SELECTING AN ACTION

TO SELECT AN ACTION FROM THE ACTION MENU, CLICK the RIGHT button on your mouse. A menu of ACTIONS that looks like the figure shown below will appear. Each of the



ACTION MENU

six smaller diamonds indicate an ACTION that you may select. Select an ACTION by clicking on it with either the right *or* the left mouse button. Two of the ACTIONS, namely the TSUNAMI ACTION and the INVENTORY ACTION, will produce sub-menus when selected. These sub-menus are explained in detail on the next page. The remaining four

PLAYING RINGWORLD

ACTION diamonds, WALK, LOOK, TOUCH, and TALK, will set the mouse pointer and return to the game. The ACTION MENU will *not* appear at times when the game is busy doing some complicated animation. The mouse pointer will be *invisible* at these times.

YOU WILL UNDOUBTEDLY SPEND A GOOD DEAL OF time walking around in this game. To walk, you must have selected the WALK ACTION. This selection will result in a **CROSS** mouse pointer. Just click the WALK POINTER where you would like your character to go.

WALKING



SELECT THE LOOK ACTION AND THE MOUSE POINTER becomes an **EYE**. Clicking on certain items in the scene will produce a detailed description of the selected item. You should examine all new scenes closely, as many important clues may be revealed in these messages.

LOOKING



THE TOUCH ACTION, REPRESENTED BY A HAND, IS USED to physically manipulate objects in the game. Items may be picked up, buttons may be pressed, and so on, by clicking the TOUCH POINTER on the desired object.

TOUCHING



SELECT THE TALK ACTION AND THE MOUSE POINTER becomes a **WORD BALLOON**. Click the TALK POINTER on someone to start a conversation. Some characters may have several things to say. Not everyone will be sociable, however. Many characters are just concerned with their job and won't talk to you.

TALKING



INVENTORY

AS YOU PLAY THE GAME YOU WILL ACCUMULATE ITEMS from the world around you. These items are referred to as *inventory* and are accessed from the INVENTORY ACTION in the ACTION MENU. When you select inventory, a box appears on-screen. This box contains all the items that you are currently carrying. Your mouse pointer becomes an image of the *most recent* item you have selected from INVENTORY.

LOOKING AT INVENTORY

You can look at any item in the INVENTORY box by clicking on the LOOK button. The mouse pointer becomes an eye. Now when you click on an item in the box, you receive a short description of that item. Click on the PICK (*formerly LOOK*) button to make a selection *or* click on OK to resume playing.

USING INVENTORY

Click on any item in the INVENTORY box and the mouse pointer becomes an image of that item. Click this image on the OK button (*or anywhere outside the INVENTORY box*) and the game will resume. Now you can use your inventory item by clicking the image on the desired location within the scene.

For example, if you wanted to use your stunner, you would first select the INVENTORY ACTION from the ACTION MENU. Move the mouse pointer to the small picture of your stunner and click the mouse. The pointer now changes to a small image of a stunner. Click on OK. Now place the stunner image pointer on top of the intended target and click the left mouse button. The target, if appropriate, will be stunned.

TSUNAMI

SELECTING THE TSUNAMI ACTION BRINGS UP A LIST OF utility functions, each selected by a BUTTON labeled with that function's name. Each function has a *key equivalent* which is active at all times. Key equivalents are explained under the heading HOT KEYS later in this manual.

THIS FUNCTION ALLOWS YOU TO CHANGE SOUND cards and set the volume at which music will be played. Set the volume to the MIN setting to turn sound off. This volume setting, as well as any cards that you select, will be in effect each time you begin play.

You should never select a music or sample card that is not installed on your computer. If you do, results will be unpredictable. If you have made an incorrect selection, you must return to the TSUNAMI ACTION and re-select the appropriate music or sample card from the sound options.

THIS FUNCTION RETURNS YOU TO THE DOS PROMPT. You should SAVE your game before selecting QUIT, or all progress you may have achieved will be lost when you next play.

THIS FUNCTION TAKES YOU TO THE VERY BEGINNING of game play. You will not normally need to use this function unless you have *not* SAVED any games at a point where you fail and are forced to restart.

THIS FUNCTION ALLOWS YOU TO SAVE UP TO EIGHT games-in-progress. Each game may be named uniquely and restored independently. Click the mouse on the empty button and type in a description. Click on SAVE or [ENTER] to SAVE your current game.

If all eight buttons are filled, you will have to re-use one of the buttons. Click on the game description that you are going to re-use and edit the name to your satisfaction. Click on SAVE or [ENTER] to save your game. All data from the original save is lost as it is replaced by the new SAVE.

THIS FUNCTION BRINGS UP THE LIST OF SAVED GAMES. Select a game to RESTORE by clicking the mouse on the desired GAME DESCRIPTION BUTTON. Your current game, if one is in progress, will be lost (*unless you have SAVED it*) and you will resume playing the RESTORED game. Click on CANCEL to resume play without restoring a game.

SOUND**QUIT****RESTART****SAVE****RESTORE**

HOT KEYS

Certain functions in the game allow or *require* you to use the keyboard. In most cases you can perform the function with the mouse, but, for convenience, keyboard equivalents are provided. These keys are always active (*that is, they will perform the function even when the game is not allowing the ACTION MENU to appear*).

- F1 Displays the Trademark and Version Number of the game. It also displays a brief list of the function keys and their uses.
- F2 Sound.
- F3 Quit.
- F4 Restart.
- F5 Save a game.
- F6 Restore a game.
- F7 Pause the game. Click on OK to resume play.

PROBLEMS

The following are answers to some questions we hope you never have reason to ask. There may be a file on *Disk 1* called READ.ME which will contain any updated information made available after this manual was printed. If the answer to your problem is not here or in the READ.ME file, see **Additional Help** on page 12.

Q: *The program won't load correctly.*

A: If the install program isn't working, there are a few things to check before calling TSUNAMI for assistance. First, make certain that your system meets or exceeds the minimum requirements listed for *Ringworld: Revenge of the Patriarch*.

Next, check to be certain your system is plugged in and all connections are correctly installed.

Finally, review the installation instructions in this manual to be certain you have followed them correctly.

PROBLEMS

Q: *The colors on my monitor don't look right.*

A: Check all monitor cables to be certain they are securely attached. Check any color, tint, contrast and brightness controls for proper adjustment.

Q: *How do I get 590,000 bytes of memory available?*

A: Be certain your system is running MS-DOS Version 5.0 or better and physically contains at least the 640Kb memory required. You can check your DOS version number by typing `ver` [ENTER] at a DOS prompt. Running `chkdsk` [ENTER] at a DOS prompt will tell you how much total memory is installed in your system as well as how much is available for use.

The last two lines given by `chkdsk` are the ones you want to look at. The **total bytes memory** line tells you the amount of RAM (*Random Access Memory*) physically installed in your system. This number must be 640,000 bytes or greater. If it is less than 640,000 bytes, you must install additional memory in your computer. Check the documentation which came with your machine to determine the proper memory type and installation procedure.

The **bytes free** line indicates the amount of RAM available for use. This number must be 590,000 bytes or greater. If it is less than 590,000 bytes, you can install HIMEM, which is included as a part of your MS-DOS Version 5.0 software. See **Chapter 12, Optimizing Your System: Making More Memory Available** in your DOS manual for the proper installation procedures.

Q: *Even after installing HIMEM, I don't have 590,000 bytes free.*

A: Since *Ringworld: Revenge of the Patriarch* requires 590,000 bytes of free RAM, you must free up some of your memory by removing some of the programs (*called Terminate and Stay Resident programs – TSRs for short*) which are loaded by DOS each time you start your machine. See **Chapter 12, Optimizing Your System:**

PROBLEMS

Making More Memory Available – Freeing Conventional Memory in your DOS manual for the proper procedures for removing these programs.

You may also want to try starting your computer by loading DOS from an original DOS system disk or a *Special Ringworld Start-Up Disk*. This method of starting your computer ensures that no additional programs are loaded into your RAM. See the **CREATING A SPECIAL RINGWORLD START-UP DISK** section on the next page for specific instructions on preparing a *Special Ringworld Start-Up Disk*.

Q: *I have MS-Windows and a Pro Audio Spectrum 16. Sometimes when I play Ringworld: Revenge of the Patriarch, the volume level is too soft even when set at maximum.*

A: If you are using your Pro Audio Spectrum 16 during a MS-Windows session and you go directly into *Ringworld: Revenge of the Patriarch* you may experience some problems. After exiting MS-Windows simply reboot your computer by simultaneously pressing [CTRL]-[ALT]-[DELETE]. After returning to the DOS prompt, start *Ringworld: Revenge of the Patriarch* as you normally would.

ADDITIONAL HELP

If you have a problem regarding *Ringworld: Revenge of the Patriarch* which you cannot solve, our TSUNAMI TECHNICAL SUPPORT DEPARTMENT is available by calling 209.683.WAVE during regular business hours (8:00-5:00 PST). Please have at hand as much of the following information about your computer set-up as possible:

- > Brand and model of your computer.
- > DOS version (type **ver** [ENTER] at the DOS prompt).
- > Brand of any memory managers installed.
- > Free memory available (type **chkdsk** [ENTER] at the DOS prompt and record values).
- > Contents of your AUTOEXEC.BAT and CONFIG.SYS files.

...and, if applicable...

- > Brand of your sound card.
- > Brand and model of your video card.
- > Mouse brand and version number of your mouse driver software (*this information is displayed as it is installed during computer start-up*).

PLEASE NOTE: The number on the previous page is for Technical Support only. NO GAME HINTS WILL BE PROVIDED THROUGH OUR TECHNICAL SUPPORT LINES.

For GAME HINTS, dial our 24 HOUR HINT LINE

900.903.WAVE (9283)

To create a *Special Ringworld Start-Up Disk*, insert a blank 3.5" or 5.25" floppy disk (*depending on the size of your drive*) into your A Drive. At the DOS prompt, enter the following commands:

```
C: [ENTER]
FORMAT A: /S [ENTER]
```

You will be prompted to "Insert new diskette for drive A: and press ENTER when ready..." Simply verify that the disk in drive A is your *Special Ringworld Start-Up Disk* and press [ENTER].

After formatting is complete, you will see the prompt "Volume label (11 characters, ENTER for none)?" Again, simply press [ENTER].

The next prompt you see will be "Format another (Y/N)?" Press [N][ENTER].

Next, you will need to copy your mouse driver onto the disk. To do so, change to the directory where your MOUSE.COM file is located (*usually the MOUSE directory*) by typing the following command at the DOS prompt:

```
C: [ENTER]
CD \MOUSE [ENTER]
```

If your mouse driver is located in a directory named something other than MOUSE, you should substitute the name

**CREATING
A SPECIAL
RINGWORLD
START-UP
DISK**

of *your* directory in the command line above. After changing to the directory which contains your mouse driver, type the following command:

```
COPY MOUSE.COM A:MOUSE.COM [ENTER]
```

If your mouse driver is named something other than `MOUSE.COM` (*MSCMOUSE.COM* for example), you should substitute the name of *your* driver in the command line above.

You will also need to copy one of your DOS files onto the disk. To do so, change to the directory where your DOS files are located (*usually the DOS directory*) by typing the following command at the DOS prompt:

```
CD \DOS [ENTER]
```

If your DOS files are located in a directory named something other than `DOS`, you should substitute the name of *your* directory in the command line above. After changing to the directory which contains your DOS files, type the following command:

```
COPY HIMEM.SYS A: [ENTER]
```

Finally, at the DOS prompt, switch to your `RING` directory by entering the following commands:

```
CD \RING [ENTER]
```

(NOTE: If you specified a different GAME DIRECTORY name during install, substitute that name for RING in the command above.)

After switching to your game directory, enter the following command:

```
COPY AUTOEXEC.RW A:AUTOEXEC.BAT [ENTER]
COPY CONFIG.RW A:CONFIG.SYS [ENTER]
```

This will complete the preparation of your *Special Ringworld Start-Up Disk*.

After creating your *Special Ringworld Start-Up Disk*, insert the disk into your A Drive and reboot your computer by simultaneously pressing `[CTRL]-[ALT]-[DELETE]`. After returning to the DOS prompt, enter the following commands:

```
C: [ENTER]
CD \RING [ENTER]
```

(NOTE: If you specified a different GAME DIRECTORY name during install, substitute that name for RING in the command above.)

```
RING [ENTER]
```

**USING
YOUR
SPECIAL
RINGWORLD
START-UP
DISK**

Tsunami Media, Inc. will replace any defective disk(s) at no charge during your first 90 days of ownership. Please send us the defective disk(s) accompanied by a brief note explaining the problem and a copy of your dated, signed sales slip. Be sure to include your name, phone number with area code and a valid U.S. Postal Service address complete with ZIP code. After 90 days there will be a \$15 service charge for replacement of your complete set of disks.

**DISK
WARRANTY**

TSUNAMI SOFTWARE LICENSE AGREEMENT

THE INCLUDED SOFTWARE PROGRAM IS LICENSED BY TSUNAMI MEDIA, INC. TO CUSTOMERS FOR THEIR USE ONLY ON THE TERMS SET FORTH BELOW. USING THE INCLUDED DISKETTES INDICATES YOUR ACCEPTANCE OF THESE TERMS.

TSUNAMI hereby grants you a non-exclusive license to use the enclosed software and manual subject to the terms and restrictions set forth in this Software License Agreement.

This manual and the software accompanying it are copyrighted, with all rights reserved. You may not copy or otherwise reproduce any part of the software or the manual, except that you may load the software into a computer as an essential step in executing the software on the computer. The original and any backup copies of the software and the manual are to be used only in connection with a single computer. You may physically transfer the software from one computer to another, provided that the software is used in connection with only one computer at a time. You may not transfer the software electronically from one computer to another over a network. You may not distribute copies of the software or manual to others. YOU MAY NOT USE, COPY, MODIFY, TRANSFER, SUBLICENSE, RENT, LEASE, CONVEY, TRANSLATE, CONVERT TO ANY PROGRAMMING LANGUAGE OR FORMAT OR DECOMPILE OR DISASSEMBLE THE SOFTWARE OR ANY COPY, MODIFICATION OR MERGED PORTION, IN WHOLE OR IN PART, EXCEPT AS EXPRESSLY PROVIDED FOR IN THIS LICENSE.

TSUNAMI SOFTWARE LIMITED WARRANTY

To the original purchaser only, TSUNAMI MEDIA, INC. warrants for a period of ninety (90) days from the date of purchase that, under normal use, the magnetic media upon which this program is recorded will not be defective. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. TSUNAMI MEDIA, INC. SHALL NOT BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES UNDER ANY CIRCUMSTANCES WHATSOEVER.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitation on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

© Tsunami Media, Inc. 1992
All rights reserved. Printed in the U.S.A.

ADDRESS ALL CORRESPONDENCE TO:

Tsunami Media, Inc.
P.O. Box 790
Coarsegold, CA 93614

Microsoft, MS-DOS and MS-Windows are registered trademarks of Microsoft Corporation
Pro Audio Spectrum 16 is a registered trademark of Media Vision All Rights Reserved.



T S U N A M I™

Tsunami Media, Inc. P.O. Box 790 Coarsegold, CA 93614
RM-0026