



Al-Qasim™ THE GENIE'S CURSE

READ ME FIRST!

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

- 386/33 Mhz IBM DX PC
- 4 megabytes of RAM
- MS-DOS 5.0, 6.0, or 6.2, or DR-DOS 6.0
- An Uncompressed Hard Drive with 16 MB free
- VGA graphics with a Color VGA Monitor
- A 100% Microsoft (or Logitech) Compatible Mouse
- Microsoft Mouse driver version 8.00 or above
- To install the CD version, a CD-ROM drive (Note: the game does not play from the CD).

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

540,000 BYTES OF FREE BASE RAM

2,250,000 BYTES OF FREE XMS

EMS is not recommended

Note: hard drive size and total system memory available have no bearing on *free* RAM. Follow the directions below to determine if you have enough available memory to run the game.

To Check Your Free Base RAM:

Type MEM from within the DOS directory. The free base RAM is listed as "LARGEST EXECUTABLE PROGRAM SIZE". Compare the listed amount to the amount of free memory required by the game. Also listed is "FREE EXTENDED MEMORY" (or free XMS). If your amount is lower than the game requires, follow the instructions for making a "boot disk" given under the "Memory" section of this data card, or free up additional memory (see Memory Management section of your DOS manual) before continuing.

INSTALLING THE GAME

Your box should contain: five 3.5" disks or one CD-ROM, one manual, and this data card.

INSTALLING THE GAME (continued)

Disk Version

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

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

CD Version

The game cannot be played from the CD, and must be installed to your hard drive before you can begin play.

1. To install the game place the CD in your drive. Be sure this drive is the active drive. For example, to make drive D the active drive, type **D:** and then press Enter/Return.
2. Type **INSTALL** and then press Enter/Return.
3. Follow all on-screen prompts.

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

STARTING THE GAME

1. Boot your system normally with MS-DOS 5.0, 6.0, 6.2, or DR-DOS 6.0.
2. Be sure that the hard disk containing the game is the active drive.
3. Change the current directory to the game's directory. For example, to change to the default directory type **CD\GENIE** and press Enter/Return.
4. Type **GENIE** and press Enter/Return to start the game.

For complete and specific "how to play" information, please refer to the manual. Any notes regarding changes to the game made after the rule book was printed, or any rules errata can be found after the Troubleshooting section below. Some changes were made too late to include in this data card. Please read the README.TXT file on the disk for more information.

COPY PROTECTION

To answer the verification question, find the indicated page and header in the manual. Find the indicated word by counting words, beginning with the first word in the paragraph, and enter it. Do not count headings or titles when you count words. The first letter of the correct word is shown on screen.

TROUBLESHOOTING

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

MEMORY

This game requires 540,000 bytes of **free** base memory and 2,250,000 bytes of extended memory to run. Read the front page of this data card to find out how to check your **free** RAM. If you do not have enough free base memory, the game may tell you in the form of an error message, or it may crash after startup or during play. Not having files and buffers set high enough for the program can result in corrupted data in saved games.

You can free more memory without changing your normal system configuration by creating a boot disk. A boot disk is the best way to temporarily change your system's configuration without possible side effects.

You can make a pre-configured boot disk from the install program by following the directions below.

If your A: drive is a 3.5" drive then

- 1) Place your GENIE'S CURSE disk 1 into your A: drive.
- 2) Change the active drive to A: by typing **A:** and press Enter/Return.
- 3) Type **INSTALL BOOT** and press Enter/Return.
- 4) Follow the on-screen prompts until you see the message 'Boot Disk Creation Successful'.

If your A: drive is a 5.25" drive and your B: drive is a 3.5" drive then

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

NOTE: Your sound card may require sound drivers to be loaded on the boot disk. Please consult your sound card's manual for the necessary drivers.

To start the game with this boot disk:

- 1) Place your boot disk in your A: drive.
- 2) Reboot your machine (Ctrl-Alt-Del on the keyboard, or hit the reset button).

After your machine reboots, you will find yourself in the GENIE game directory. Type **GENIE** and hit the Enter/Return key to start the game.

This procedure will work for most systems. However, certain conditions may prevent our program from successfully creating a boot disk for your particular system setup (a nonstandard mouse driver or operating system other than MS-DOS 5.0 -6.2, for example). If you experience problems using this procedure, try the manual boot disk procedure below. (Note: This procedure may not work with PS/1s or laptops.)

To create a boot disk manually:

1. Place a floppy disk in drive A:. (Note: it must be in drive A:.)
2. From the C: prompt type **FORMAT A:/S** . Press Enter/Return.
3. Go to the A: drive by typing **A:**. Press Enter/Return.
4. Type **EDIT CONFIG.SYS** and press Enter/Return. When the blue screen appears type in the lines just as they appear in the sample CONFIG.SYS below. Save this file (it already has a name), then exit.
5. Type **EDIT AUTOEXEC.BAT** and press Enter/Return. When the blue screen appears type in the lines just as they appear in the sample AUTOEXEC.BAT above. Save this file (it already has a name), and exit.

Sample files:

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

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

IMPORTANT: Be sure to include the necessary sound card drivers in the appropriate files. Refer to your respective sound card manuals, or original CONFIG.SYS and AUTOEXEC.BAT files, for the correct names and locations of the drivers required. For example, the Pro Audio Spectrum card requires a line in your CONFIG.SYS file resembling the following:

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

To start the game with this boot disk:

- 1) Place your boot disk in your A: drive.
- 2) Reboot your machine (Ctrl-Alt-Del on the keyboard, or hit the reset button).

After your machine reboots, you will find yourself in the GENIE game directory. Type GENIE and hit Enter/Return to start the game.

SOUND CARDS

The following sound cards are supported:

Gamewave32/Soundwave32, General Midi; Aria, General Midi; Roland SCC-1/MPU 401, General Midi; Waveblaster, General Midi; SoundBlaster Pro 16 ASP; SoundBlasterPro III; SoundBlaster Pro II; SoundBlaster Pro I; SoundBlaster Regular; SoundBlaster AWE 16, Adlib; Media Vision ProAudioSpectrum, Gravis Ultrasound.

If you are experiencing problems with your sound card, try running the diagnostic software that comes with your card. **Eighty percent of all sound card problems are due to mistaken configurations.** If you are running a sound card that is not listed above, or are running a sound card in an emulation mode, your results may not be optimal. This game was tested only on the listed cards.

If you are experiencing problems with the game, try configuring the game for No Sound. If the game will now run normally (but without sound, of course), then you probably need to reconfigure your sound. Type SOUND at the game directory, choose "NO" when asked to accept the default settings, correct the IRQ setting, and try starting the game again. If your game still will not run, consult the manual that came with your sound card for diagnostic procedures.

Aria Users

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

Gravis Ultrasound Users in Native Mode

You may experience slight musical defects with some pieces of music, especially if you have not upgraded to the full 1 megabyte of on-board RAM.

ProAudio Spectrum Users

If your IRQ is set higher than 7, you may experience intermittent sound and music. To correct this, set your sound card to a lower IRQ and be sure the SoundBlaster emulation is disabled. Refer to your sound card manual for further instructions.

VIDEO CARDS

This product was tested on the following specific video cards:

Cirrus Logic Local Bus w/2 Megs, Cirrus Logic Windows Accelerator Card, Diamond Speedstar 24X, Diamond Stealth 24 VLB, Diamond Stealth Pro, Diamond Stealth VRAM, Expert Top VGA, Graphic Ultra Pro 2.0, Graphic Ultra, Graphics Vantage, Orchid Fahrenheit VA VLB, Orchid Prodesigner II, Spider (VLB), STB Powergraph Ergo, STB Powerview, Trident 9000, VGA Wonder XL, VGA Wonder, and Western Digital

MOUSE SETUP

If your mouse is not functioning, you should make sure the driver has been loaded. **Windows and other programs of its type have built-in mouse drivers that do not function outside of their environment.** Loading a mouse driver may be as simple as typing **MOUSE** (and pressing Enter/Return) before starting the game. Since the command differs from mouse to mouse, consult your mouse user's guide.

If your mouse is acting erratically, it may be due to an old mouse driver for your mouse, or it may not be fully Microsoft or Logitech compatible. Check with the mouse manufacturer to see if there is an updated mouse driver available

BEFORE YOU CALL TECHNICAL SUPPORT

If you are having problems, please consult the "Troubleshooting" section of this data card before calling technical support. We have a staff of technical support specialists ready to help you with any problem you may encounter with the game. If your problem is due to your system configuration they will tell you of the game's requirements and suggest some possible solutions. Because of the millions of different hardware and software combinations possible with today's PCs, you may still have to consult with your computer dealer, hardware manufacturer, or software publisher in order to properly configure their product to run with our game. If at all possible, be near your computer when you call. The technical support agent will need specific information about your machine and may need you to access or change some files while you are on the phone. If it is not possible to be near your computer, be sure to have:

- a listing of all of your machine's hardware and its settings
- the contents of your AUTOEXEC.BAT and CONFIG.SYS files
- all the information listed after the MEM command (read "To Check Your Free RAM" section for pertinent information)
- the current configuration of your game

Our technical support number is (408) 737-6850. Our hours are 11 am to 5 pm, Pacific time, Monday through Friday, holidays excluded. **ABSOLUTELY NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.**

SSI BBS

We have a BBS containing patch files to update most of our products to the most current version, as well as product demos and new product announcements.

If you have a 9600, 14.4, or 21.6 baud modem call 408-739-6137.

If you have a 1200, 2400, 9600, 14.4 or 21.6 baud modem, call 408-739-6623.

ADDITIONAL INFORMATION

Please see the README.TXT file on located on the fifth disk (or the CD) for the most up-to-date information.

Errata to Rule Book:

On p. 22, Warrior Experience Levels are listed through Level 9. However, your character can only attain the 8th level during the game.

On p. 26, it is stated that roofs disappear once doors are opened. Instead, when a door is opened, a sound of a door opening is played, and the roof stays on until you move your character into the room or building.

On p. 32, under Oil of Elemental Invulnerability, it is stated that all of these oils give identical results. The Oil of Earth Elemental Invulnerability protects only against direct damage from Earth Elementals, not against Earth Elementals that use ranged attacks. You must avoid these ranged attacks even when you have used a potion.

More About Game Play:

You cannot have a conversation when enemies are on the screen. This also applies when you are waiting for a character in hiding to speak; be sure to eliminate all nearby enemies.

Patience is essential to solving the game, especially in the following areas: the exile from Zaratan; the acid dungeon, especially the neon maze and sliding rock maze; the hermit's isle; and the Efreeti's guests. Make sure you have explored all your options and talked to everyone for a second time.

Be careful when quickly clicking through your conversations; wrong responses can be costly. Answering dishonestly in the acid dungeon is an example of this.

Know when to flee; it is often unnecessary to defeat all your enemies, and you may still be able to continue the game.

Combat in the game is very challenging at first and takes practice to master. If you have problems, try starting at a lower difficulty level. If you are too far into the game to restart, try using different tactics. Use missile weapons at range, and use the facing lock Alt key.

In the region of the game that involves feuding bands of warriors, it is possible to either attack or talk to certain non-player characters, depending on your character's position. This is an exception to the normal rules of play. If you intended to talk to one of these characters but attacked instead, and events indicate that conversation was an option, try positioning your character directly adjacent to the subject. If your character is aligned perfectly, you will initiate a conversation, not an attack.

If you are finding it difficult to finish a region, check for a door in the northern wall of a building or room. Most of these doors are indicated by graphical decorations on the walls above the door, which set them apart from normal walls.

Additional Product Testers: Steven Okano, Mike Higgins, Ben Cooley.

Technical Support: Matt Shussett

If you need hints, call our Hint Line at 1-900-737-HINT. Recorded hints are available 24 hours a day, 7 days a week. Each call costs 95 cents for the first minute and 75 cents for each additional minute. If you are under 18 years of age, you must have parent's permission. If you don't hear the information you need, please write to us at Hints, Strategic Simulations, Inc., 675 Almanor Ave., Suite 201, Sunnyvale, CA 94086-2901. (Include a self-addressed, stamped envelope for a reply.)



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