

MASTERPIECE COLLECTION

Data Card #2

OFFICIAL
Advanced Dungeons & Dragons
2nd Edition
COMPUTER GAME



READ ME FIRST!

We know that you're anxious to begin your adventures, but before you do, please make sure that you have the following minimum system requirements before attempting to install any of the Collection's games:

- 386/33 DX PC
- VGA graphics and color monitor
- 100% Microsoft Compatible Mouse or a Logitech Compatible Mouse
- MS-DOS 5.0 or later
- CD-ROM driver MSC-DEX Version 2.1 or later
- An uncompressed hard drive

Each game included with this compilation has different requirements of free base RAM to run. The requirement for each game is listed under the specific title information. To check your free base RAM, type **MEM** from within the DOS directory. The free base RAM is listed as "LARGEST EXECUTABLE PROGRAM SIZE." Compare the listed amount to the amount of free memory required by the game. Also listed is "FREE EXTENDED MEMORY" (or free XMS). If your amount is lower than the game requires, follow the instructions for making a "boot disk" given under the "Memory" section of this data card, or free up additional memory (see the Memory Management section of your DOS manual) before continuing.

BOX CONTENTS

Your game box should contain four CD-ROM discs, a Copy Protection Data Card, and two data cards covering all six games.

WINDOWS 95 DISCLAIMER

These products were developed before Windows 95 was released and have not been compatibility tested with the Windows 95 operating system. If you have Windows 95 installed on your machine, and there are problems running the game, you may need to boot up under an MS-DOS operating system, or make a boot using an MS-DOS version between 5.0-6.22. Please contact SSI Technical Support if you require assistance after you have attempted to make a boot disk.

INSTALLING THE GAMES

1. To install individual games, place the first disc (labeled "DISC A") into your drive. Be sure this drive is the active drive – for example, to make drive D the active drive, type **D:** and press **ENTER**.
2. Type **INSTALL** and press **Enter**.
3. Follow all on-screen prompts.

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

For information on creating a boot disk, opening your Acrobat™ Reader user-printable documentation files, mouse setup, sound card, BBS, and technical support information, refer to Data Card #1. Additional information regarding memory, sound, video, and mouse setup can be found there as well.

THE SSI HINT LINE

If you need hints, call our Hint Line at 1-900-737-HINT. Canadian customers please call (1-900-451-6009). Recorded hints are available 24 hours a day, 7 days a week. If you don't hear the information you need, please write to us at Hints, Strategic Simulations, Inc, 675 Almanor Ave, Suite 201, Sunnyvale, CA 94086-2901. (Include a self-addressed, stamped envelope for a reply.)

DARK SUN: WAKE OF THE RAVAGER

SYSTEM REQUIREMENTS

In addition to the system requirements listed on the front of this data card, Wake of the Ravager requires the following:

- 4 megabytes of RAM
- A CD-ROM drive; 150 KB data transfer rate, 350 ms access time
- An Uncompressed hard drive with a minimum of 30 MB free
- Microsoft Mouse driver version 8.10 or later (**not 8.20**), or Logitech Mouse driver Version 6.00 and above

NOTE: WAKE OF THE RAVAGER is not compatible with the following CD hardware: Sony CDU 33A Rev 1.0C

TO PLAY WAKE OF THE RAVAGER

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

1. Boot your system normally.
2. Make sure that the CD-ROM labeled "Disc B" is in your CD-ROM drive.
3. Change the current directory to the game's directory. For example, to change to the default directory, type **CD\RAVAGER** and press Enter.
4. Type **RAVAGER** and press Enter to start the game.

For complete and specific "how to play" information, refer to the manual and NOTES files, installed to your hard drive along with the game program. These files are PDF files, and can be opened with the Adobe Acrobat™ Reader by following the instructions on Data Card #1.

MEMORY

WAKE OF THE RAVAGER requires 620,000 bytes of free base memory and at least 2,000,000 bytes of XMS or EMS to run (see the front page of Data Card #1 to find out how to check your free RAM). If you do not have enough free base memory, the game may tell you in the form of an error message or it may crash after startup or during play. Not having files and buffers set correctly for the program can result in corrupted data in saved games and/or crashes during play.

In addition to the basic system requirements, you must also have FILES=30 or greater in your CONFIG.SYS file.

Note: hard drive size and total system memory available have no bearing on free RAM. Follow the directions on the first page of this data card, under "Read Me First," to determine if you have enough available memory to run the game.

EDITING YOUR CONFIG.SYS OR AUTOEXEC.BAT FILES

MS-DOS comes with a text editor. If you need to change or create a file, type **EDIT** filename (replace the word "filename" with the appropriate name of the file).

Here are sample CONFIG.SYS and AUTOEXEC.BAT configurations for MS-DOS 5.0 – 6.22:

CONFIG.SYS

```
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE NOEMS
DOS=HIGH,UMB
FILES=30
BUFFERS=25
```

AUTOEXEC.BAT

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

If you are using the ProAudio Spectrum card you must insert a line resembling the following into your CONFIG.SYS:

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

NOTE: Be sure to include the necessary CD and sound card drivers in the appropriate files. Refer to your respective CD and sound card manuals, or original CONFIG.SYS and AUTOEXEC.BAT files for the correct names and locations of the drivers required. You should back-up or copy your original CONFIG.SYS and AUTOEXEC.BAT files before altering them so you can restore them to their original configurations.

Another way to free more memory without changing your normal system configuration is to create a boot disk. A boot disk is the best way to temporarily change your system's configuration without possible side effects. See information on how to create a boot disk at the front of Data Card #1.

SOUND CARDS FOR WAKE OF THE RAVAGER

After installation, you may modify the sound configuration for your particular system.

Select the type of sound on your system. Valid selections are: Aria, Ultrasound (CD-ROM music only), Sound Blaster Regular, Sound Blaster Pro I and II, Sound Blaster 16, Soundwave/Gamewave 32, Ensoniq SoundScape, or none. If you wish to change the sound configuration after installation, simply type **SOUND** (and then press Enter) while in the game directory and follow the on-screen prompts.

IMPORTANT NOTE: Ultrasound owners must choose CD-ROM music only. This allows you to hear music without sound effects while playing the game. Jazz 16 users should choose the Sound Blaster Pro or Sound Blaster Regular for optimal sound and music performance.

The game starts with both the music and sound effects enabled. Once you get into the game, you may go to preferences to enable/disable music and sound effects.

WAKE OF THE RAVAGER GAME NOTES

- To skip cinematics, press the Shift key.
- To find and disarm traps, have a thief character lead the party.
- To speed up the game, turn animations OFF.
- The speed of your computer may affect the speed of some region timers (most notably, inside the volcano). If the timer is going too quickly for you to complete a task, toggle your computer speed and set the game difficulty to "Easy."
- The game includes a utility to transfer characters from DARK SUN: SHATTERED LANDS to DARK SUN: WAKE OF THE RAVAGER. To run the transfer utility, go to the game directory (i.e., **CDRAVAGER**) and type **CHARTRAN** to start the transfer. The transfer utility will transfer characters from a DARK SUN: SHATTERED LANDS SAVE GAME, and place them into DARK SUN: WAKE OF THE RAVAGER's party list. You will then be able to add those characters into your party when you start the game.

NOTE: Not all of DARK SUN: SHATTERED LANDS weapons/items and spells/psionics are available in the new game. These items/spells will translate into an equivalent item/spell. Those items/spells that simply will not translate will be turned into their cash value.

SAVING GAMES

In WAKE OF THE RAVAGER you can have 10 saved games in your game directory at one time. Each saved game can take up to about 1,330,000 bytes of hard disk space (but they start off much smaller). If you do not have enough space on your hard drive you may see:

"Disk Space Low!!!"

If you get this message when saving, you should exit the game and free up more disk space.

"Disk Space Very Low!!!"

If you get this message when saving, you must exit the game and free up more disk space. The game informs you if it can't save. Your saved game information is stored in files labeled SAVE01.SAV through SAVE10.SAV.

The numbers in the filenames match the slot number of your saves in the game.

If, at the start of the game, you receive the message: "Maximum of # save games!" (where # is an actual digit), it means that you only have the stated number of saves in the game.

Make sure to alternate save games between at least three separate save slots. That way, if there is a problem, or something you may have missed doing, you have the option of returning to an old save game rather than restarting the game from the beginning.

FORGOTTEN REALMS: MENZOBERRANZAN

SYSTEM REQUIREMENTS

In addition to the system requirements listed on the front of this data card, MENZOBERRANZAN requires the following:

- 4 megabytes of RAM
- A double-speed CD-ROM Drive; 300 KB data transfer rate, 320 ms access time
- An Uncompressed Hard Drive with 15 MB free
- Microsoft Mouse driver version 8.00 or later (**not 8.20**), or Logitech mouse driver 6.00+ (The Cyberman is supported but optional)

TO PLAY MENZOBERRANZAN

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

1. Boot your system normally.
2. Make sure that the CD-ROM labeled "Disc C" is in your CD-ROM drive.
3. Change the current directory to the game's directory. For example, to change to the default directory, type **CDMENZO** and press Enter.

TO PLAY MENZOBERRANZAN, continued

4. Type **MENZO** and press Enter to start the game.

For complete and specific "how to play" information, refer to the manual and NOTES files, installed to your hard drive along with the game program. These files are PDF files, and can be opened with the Adobe Acrobat Reader by following the instructions on Data Card #1.

MEMORY

This game requires 540,000 bytes of free base memory and at least 2,700,000 bytes of XMS to run (see the front page of Data Card #1 to find out how to check your free RAM). If you do not have enough free base memory, the game may tell you in the form of an error message or it may crash after startup or during play. Not having files and buffers set correctly for the program can result in corrupted data in saved games and/or crashes during play.

In addition to the basic system requirements, you must also have FILES=25 and BUFFERS=25 or greater in your CONFIG.SYS file. No music will be available for the partially featured configuration (you will, however, get digitized sound effects).

Note: hard drive size and total system memory available have no bearing on free RAM. Follow the directions on the first page of this data card under "Read Me First," to determine if you have enough available memory to run the game.

EDITING YOUR CONFIG.SYS OR AUTOEXEC.BAT FILES

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

CONFIG.SYS

```
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE NOEMS
DOS=HIGH,UMB
FILES=25
BUFFERS=25
```

AUTOEXEC.BAT

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

If you are using the ProAudio Spectrum 16 card you must insert a line resembling the following into your CONFIG.SYS:

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

NOTE: Be sure to include the necessary CD and sound card drivers in the appropriate files. Refer to your respective CD and sound card manuals, or original CONFIG.SYS and AUTOEXEC.BAT files for the correct names and locations of the drivers required. You should back-up or copy your original CONFIG.SYS and AUTOEXEC.BAT files before altering them so you can restore them to their original configurations.

Another way to free more memory without changing your normal system configuration is to create a boot disk. A boot disk is the best way to temporarily change your system's configuration without possible side effects. See information on how to create a boot disk at the front of Data Card #1.

SOUND CARDS FOR MENZOBERRANZAN

After installation, you may modify the sound configuration for your particular system. Select the type of sound on your system. Valid selections are: Roland Sound Canvas, Soundwave/Gamewave 32, Media Vision Pro Audio Spectrum 16, Logitech Soundman Wave, Sound Blaster Regular, Sound Blaster Pro I II and III, Sound Blaster 16, Sound Blaster 32 AWE, Sound Blaster 16 w/ WaveBlaster, Ensoniq SoundScape, PC Speaker, or none. If you wish to change the sound configuration after installation, simply type **SOUND** (and then press Enter) while in the game directory and follow the on-screen prompts.

Note: the Aria sound card is not supported.

The game starts with both music and sound effects enabled. Once you get into the game, you may choose the OPTIONS menu to enable/disable music and sound effects.

MENZOBERRANZAN GAME NOTES

- You can drop items from your character's inventory by selecting the desired object and pressing the **D** key.
- There are times when an NPC gives the party one, or in some cases, two objects. If only one object is to be given, it is placed on the mouse pointer. If you already have an object selected (i.e. its picture overlays the mouse pointer), the new object is placed in the inventory of the character whose portrait is displayed farthest to the left on the adventure screen. If that character's inventory is full, the object is then placed in the inventory of the character to the right of him/her, and so on until an empty inventory slot is found. There may be times when it is necessary to look at the characters' inventory to get an object that has been given to the party by an NPC. If, for some reason, all of the party's

MENZOBERRANZAN GAME NOTES, continued

inventory slots are occupied, the object is dropped on the ground. This process works the same if the party is given two objects; however, since only one object can be attached to the mouse pointer at a time, the other is always placed somewhere in the party's inventory or on the ground.

- The mage spell improved identify now affects all objects in the visible inventory and in the hands of the character who casts the spell. Note that this excludes any objects placed inside a container.
- The quick save file is a hidden file and never appears in the save game file list, so don't be alarmed when you don't see it displayed. The quick save file can only be restored by pressing the SHIFT-R keys or clicking the left mouse button over the Quick Restore Icon on the gaming interface.
- To get past the cinematics without watching them, simply press Esc.
- If the game hangs during a cinematic, reload a save game and hit the Esc key the next time the problem cinematic starts.

SAVING GAMES

MENZOBERRANZAN requires space on your hard drive for saved games and temporary files. You need approximately 5 megabytes free on your hard drive. Please note that if you are using a hard drive compression utility, you may not get the correct amount of hard drive space. Make sure you have more than 10 megabytes free if you are using a hard drive compression utility. We cannot guarantee that this game will run properly if you are using disk compression.

Make sure to alternate save games between at least three separate save slots. That way, if there is a problem, or something you may have missed doing, you have the option of returning to an old save game rather than restarting the game from the beginning.

RAVENLOFT: STONE PROPHECY

SYSTEM REQUIREMENTS

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

- 4 megabytes of RAM
- A double-speed CD-ROM Drive; 300 KB data transfer rate, 320 ms access time
- An uncompressed hard drive with at least 4 MB free for SMALL installation
- Microsoft Mouse driver version 8.0 or later (**not 8.20**), or Logitech mouse driver version 6.0 + (The Cyberman is supported but optional)

TO PLAY STONE PROPHECY

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

1. Boot your system normally.
2. Make sure that the CD-ROM labeled "Disc D" is in your CD-ROM drive.
3. Change the current directory to the game's directory. For example, to change to the default directory, type **CD\PROPHECY** and press Enter.
4. Type **PROPHECY** and press Enter to start the game.

For complete and specific "how to play" information, refer to the manual and NOTES files, installed to your hard drive along with the game program. These files are PDF files, and can be opened with the Adobe Acrobat™ Reader by following the instructions on Data Card #1.

MEMORY

The minimum amount of RAM required to play the game fully-featured is 540,000 BYTES of free base RAM and 2,700,000 BYTES of free XMS; the minimum amount of RAM required to run the game partially featured is 340,000 BYTES of free base RAM and 2,700,000 BYTES of free XMS (see the front page of Data Card #1 to find out how to check your free RAM). If you do not have enough free base memory, the game may tell you in the form of an error message or it may crash after startup or during play. Not having files and buffers set correctly for the program can result in corrupted data in saved games and/or crashes during play.

In addition, you must also have FILES=25 or greater and BUFFERS=25 or greater in your CONFIG.SYS file.

NOTE: No music will be available for the partially featured configuration noted above; however, digitized sound effects will play normally.

Some of the cinematics require 3,800,000 bytes of free XMS to run with full voice. These include the Opening, the History of Anhktep, and the Ship Ride Beyond the Gate of the Dead. If you don't have 3,800,000 bytes free, the cinematics display text instead of voice.

EDITING YOUR CONFIG.SYS OR AUTOEXEC.BAT FILES

MS-DOS comes with a text editor. If you need to change or create a file, type **EDIT** filename (replace the word "filename" with the appropriate name of the file).

Here are sample CONFIG.SYS and AUTOEXEC.BAT configurations for DOS 5.0 – 6.22:

CONFIG.SYS

```
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE NOEMS
DOS=HIGH,UMB
FILES=25
BUFFERS=25
```

AUTOEXEC.BAT

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

NOTE: Be sure to include the necessary CD and sound card drivers in the appropriate files. Refer to your respective CD and sound card manuals, or original CONFIG.SYS and AUTOEXEC.BAT files for the correct names and locations of the drivers required. You should back-up or copy your original CONFIG.SYS and AUTOEXEC.BAT files before altering them so you can restore them to their original configurations.

Another way to free more memory without changing your normal system configuration is to create a boot disk. A boot disk is the best way to temporarily change your system's configuration without possible side effects. See information on how to create a boot disk at the front of Data Card #1.

SOUND CARDS FOR STONE PROPHET

After installation, you may modify the sound configuration for your particular system. Select the type of sound on your system. The following sound cards are supported: Roland SCC-1/MPU 401, General Midi; Ensoniq Soundscape; SoundBlaster Pro I; SoundBlaster Pro II; SoundBlaster Pro II; SoundBlaster Pro 16 ASP; SoundBlaster Pro 16 ASP, with Waveblaster, General Midi; SoundBlaster Regular; SoundBlaster AWE 32; Orchid Soundwave 32; Adlib (with no voice).

Note: When you install PC speaker, you will only hear combat music.

STONE PROPHET GAME NOTES

- Looking for missed items? Go to the automap and look for the yellow dots. These yellow dots are items that you missed or left on the ground.
 - What does that button on the wall do? Sometimes you can look at your automap and see a door has opened that used to be closed or a pit removed that was previously shown on your map.
 - Special note for multi-classed characters: Any mage character combination cannot memorize or cast spells while wearing armor.
 - When replacing NPCs and dead PCs with the desert troll: items in the top four inventory slots of the character being replaced will be lost. Make sure that the items in these slots are removed or transferred to another character before picking up the desert troll.
 - Magical Mouths: The purple mouths on walls sometimes give hints or suggestions for completing areas.
- Items: Items may be used in a number of ways. For example, you might have a readied item in a character's hand and another item as your mouse pointer. To use the in-hand item, left-click on the item in the character's hand.
- To get past the cinematics without watching them, simply press Esc.

SAVING GAMES

RAVENLOFT: STONE PROPHET requires approximately 5 MB free on your hard drive for saved games and temporary files. Please note that if you are using a hard drive compression utility, you may not get the correct amount of hard drive space. Make sure you have more than 10 MB free if you are using a hard drive compression utility. We cannot guarantee that the game will run properly if you are using disk compression.

Make sure to alternate save games between at least three separate save slots. That way, if there is a problem, or something you may have missed doing, you have the option of returning to an old save game rather than restarting the game from the beginning.



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