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*Connections* CD-ROM for Windows

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A. System Requirements:

DOS 5.0, Windows 3.1. Windows '95 recommended.  
IBM/100% compatible 486 33Mhz and up.  
8MB of RAM.  
2X CD-ROM-ROM drive.  
VGA, SVGA 256 color display with 640x480 resolution.  
64K (16-bit) color display recommended.  
Windows compatible sound card (SoundBlaster,  
ProAudio Spectrum, etc.).  
Mouse.

B. Installation:

Before viewing *Connections* for the first time, please run the Setup program. To do so, insert the *Connections* CD-ROM into your CD-ROM drive. Then run the SETUP.EXE file located on the CD-ROM. You can do this from the Windows File Manager (double-click on the file SETUP.EXE) or the run command under the Program Manager file menu in Windows. In Windows '95, click "Start", then "Run". This will install QuickTime for Windows 2.03 into your "Windows\System" directory, which requires about 2MB of hard disk space. The QuickTime for Windows installer will find and remove any older versions of QuickTime at your discretion. A *Connections* icon and a ReadMe icon will be created in a Discovery Multimedia program group in your Program Manager. A DISCOVER directory and CONNECT subdirectory will be installed on your hard drive. Unless you choose otherwise, saved games will automatically go in this subdirectory. When deleting old saved games, please don't delete the files in the CONNECT subdirectory without the .TXT extension.

C. System Setup:

Before starting *Connections* please:

- \* Set your video driver to 256 colors and 640x480 resolution,  
or, for better picture quality, set your video driver to 640x480 HiColor (16 bit - 64K colors).
- \* Quit any other open applications.
- \* Disable any network.
- \* Turn off any screen saver.
- \* If you have 8MB of RAM and Windows 3.1, set up a 4MB PERMANENT Swap File.  
(See "Setting up a Swap File" below). You do not need a swap file in Windows '95 or if you have more than 8MB of RAM.

Setting up a Swap File (Virtual Memory) in Windows 3.1:

1. Double click on the "386 Enhanced" icon located in the "Control Panels" window in the "Main" window of the "Program Manager."
2. Click on the button labeled "Virtual Memory . . ."
3. Click on the button labeled "Change."
4. Edit the size as specified above and set the type to PERMANENT. (If your system provides you the option turn 32-bit access on).
5. Exit and restart Windows.

#### D. Starting *Connections*

To start *Connections*, simply double-click on the icon located in the *Connections* program group in your Program Manager (the installer, "setup.exe," creates this program group). In Windows '95, click "Start," then "Programs," then "Discovery Multimedia," then "Connections." Or click "Play" when the "Connections" autoplay icon appears on your desktop.

If you have more than one CD-ROM drive, you may get a message that Windows cannot read from a drive other than the one with the *Connections* CD-ROM. Just press "Cancel".

To exit, choose "Quit" in the tools menu. To get to the tools menu, click the button in the lower right hand corner of the screen.

#### E. Troubleshooting

\* Game won't start or colors are wrong \*

You may not have the latest version of the software drivers for your video card. To test for a video driver problem, swap your video driver for the "VGA" driver in the Display setting of "Windows Setup" located in the "Main" window of the Windows program manager. If the game starts up in VGA mode (the colors will not look quite right) then your video drivers must be updated. Please call your video card manufacturer for the latest drivers.

Your video driver may not be set to 640x480 resolution and 256 colors or HiColor (16 bit - 64K colors). Please change your video driver to this setting.

The files in the DISCOVER/CONNECT directory on your hard drive may have been corrupted or deleted. Using the File Manager or the Windows '95 Explorer, delete the DISCOVER directory and the CONNECT subdirectory on your hard drive (first saving any game files that you want to keep in another directory), then re-run the "setup.exe" on the *Connections* CD-ROM (see: Installation).

\* No Audio In Close-ups \*

You may not have the current version of the software drivers for your sound card. If you have a Sound Blaster 16 card, please download the latest drivers from Creative Labs by calling their BBS at 405-742-6660. For other sound cards, contact the manufacturer for their latest drivers.

QuickTime for Windows may not be installed or may be installed incorrectly -- run the Setup

program (see: Installation).

\* Game Freezes or Locks Up \*

This also may be related to your sound card drivers, please follow the instructions for "No Audio in Close-ups."

\* Game is in Black & White \*

If you have a Packard Bell system, disable the "Navigator" and start *Connections* from the Windows Program Manager.

\* Game is Running Slowly / Characters' Speech is Broken \*

You may not have enough RAM allocated to Windows. Make sure you have set up a large enough swap file (see: System Setup). Reduce the size of your disk cache (or SMARTDRV). Most Windows systems will have a default setting of a 1MB cache for a 4MB system and 2MB for an 8MB system. This can speed up the performance of many applications, but it uses memory that could be allocated to *Connections*. Set the size of your SMARTDRV to 256 or 0.

\* Characters' lips don't always match their words \*

The minimum platform for *Connections* is a 2X CD-ROM drive. If your drive is transferring less than the 2X standard (of kilobytes of data per second), you may experience poor lip sync.

\* Won't recognize newly inserted CD-ROM \*

Verify that the CD-ROM is not scratched or smudged.

Make sure when you are swapping CD-ROMs at the end of Level Three or when resuming a saved game that you put the new CD-ROM in the same CD-ROM drive as you used when you started the program.

F. Technical Support:

If you have any problems after reading this file, please feel free to call Discovery Communications Technical Support.

Discovery Communications Technical Support

1 (800) 780-6044

7 days a week, 8:00AM -- 8:00PM EST