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**CRYO Interactive Entertainment, © 1997**

## TECHNICAL ASSISTANCE

Thank you for purchasing Atlantis.

Cryo has devoted its know-how and dedication to this product. We hope that you will enjoy unforgettable sessions with this game.

Atlantis requires 55 Mb free space on your hard disk.

## **LA SOLUTION DES JEUX**

Ce choix vous propose la solution optimisée du jeu. Vous pouvez la consulter à tout moment pour une aide instantanée.

## **LES BOITES AUX LETTRES (BAL) SOLUTION**

Les bals solution vous permettent de laisser un message dans une boîte vocale. Ce message ne devra concerner que la solution du jeu.

Dans le cas où vous ne trouvez pas la solution à vos problèmes dans le choix 1 (solution) ou si vous désirez poser une question plus précise, le délai de réponse est de 24h sauf le week-end.

## **LES BOITES AUX LETTRES (BAL) TECHNIQUE**

Les bals techniques vous permettent également de laisser un message dans une boîte vocale qui ne concernera que des problèmes d'installation, de configuration de matériel, etc... (le délai de réponse est de 24h sauf le week-end).

# INSTALLING DIRECTX

**CAUTION!!!! If you use Windows NT, do not install DIRECTX**

**Direct X version 3.0**

**Atlantis runs under Microsoft <sup>TM</sup> Windows95 and uses the DirectX extension, version 3.0 (or later).**

**What is DirectX version 3.0?**

**DirectX is a Microsoft <sup>TM</sup> software which appreciably optimises the graphic and sound functionalities of your computer.**

**In fact, Microsoft <sup>TM</sup> DirectX version 3.0 establishes a more direct link between your peripheral devices (sound board, video board...) and the system.**

**DirectX is necessary for running certain games.**

**First of all, try to play with Atlantis. If the graphics, the music and sound effects are correct, it is useless to install DirectX version 3.0.**

**If the game does not run correctly, try to install or reinstall Microsoft <sup>TM</sup> DirectX 3 (included in this CD-ROM), by clicking on INSTALL DirectX, after consulting the following indications. The version that you can now install was directly provided by Microsoft <sup>TM</sup> and no modifications were introduced.**

**However, before installing DirectX, check whether your hardware is not in the list below.**

**If it is, consult your computer stockist or agent.**

**Installing DirectX may cause small problems to your computer (Windows95 misrunning).**

**In most cases, these problems occur if the drivers for your graphic board or your sound board (small software programs which permit your sound board, video board, CD-ROM... to dialogue with Windows95) were not updated recently.**

**Therefore, these malfunctions are directly linked with the hardware installed in your computer.**

**In this case, procure the latest drivers, if any (either through Internet, or by directly contacting the manufacturer).**

## IMPORTANT REMARKS

**Atlantis was tested at length in order to fine-tune its quality and user friendliness. Through this process, the tests showed that certain hardware configurations may cause a few problems when installing Microsoft <sup>TM</sup> DirectX version 3.0.**

**The identified problems are due to the device drivers.**

**It is often necessary to update these drivers.**

**For example, a video board may present problems with the version 1.1 of its driver, whereas the problems were solved in version 2.0. Generally, the most severe problems are encountered with old device drivers (1 year and more).**

**Your hardware stockist will generally supply the most recent versions of your device drivers.**

**List of devices likely to cause problems (Graphic Boards only):**

- ATI Graphics Ultra Pro (mach32)
- ATI Graphics Ultra Pro EISA (mach32)
- ATI Graphics Ultra Pro PCI (mach32)
- ATI Graphics Wonder (mach32)

- ATI VGA Wonder Chips & Tech
- Super VGA Compaq Notebook Display (WD)
- DFI WG-5000 (Tseng)
- DFI WG-6000VL (WD)
- Diamond Speedstar (Tseng)
- Diamond Speedstar 24 (Tseng)
- Diamond Speedstar 24X (WD)
- Diamond Stealth 32 (Tseng)
- Genoa Phantom 32I (Tseng)
- Hercules Dynamite (Tseng)
- Hercules Dynamite Pro (Tseng)
- Oak Technology Super VGA Orchid ProDesigner II (Tseng)
- Paradise Accelerator Ports o'Call (WD)
- Paradise Super VGA(WD)
- Paradise Accelerator VL Plus (WD)
- STB Ergo MCX (Tseng)
- STB LightSpeed (Tseng)
- STB MVP-2X(Tseng)
- STB MVP-4X(Tseng)
- Trident 9420 PCI Trident SuperVGA
- Tseng Labs ET4000
- Tseng Labs ET4000/W32
- Tseng Labs ET4000 PCI Video
- Seven Western Digital (512k)

**As regards Sound board MICROSOFT™ did not provide a list of hardware devices likely to cause problems.**



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Atlantis requires 55 Mb free space on your hard disk.

Before playing with Atlantis, ensure that all Windows95 applications were previously closed (word processor, spreadsheet, games, or any other programs).

In fact, if you keep other programs active when you try to play, this may cause significant slowing down in the course of the game, or generate system failures and computer crashes. In this case, you may have to reboot.

If you use programs which start automatically when loading Windows95, such as Anti-Virus routines, screen savers or sound utilities, deactivate these programs before playing with Atlantis, as they may prevent the proper running of the game.

Also note that Atlantis will run best if your graphic board includes at least 2 Mega video memory. The video memory is not to be confused with your computer memory (RAM).

The video memory only concerns your graphic board and can be extended (for this purpose, consult your usual computer stockist).

Atlantis will run very slowly on a PC with 8 Mb RAM memory. If this is the case, note that the memory extension from 8 to 16 Mb will provide better operating comfort, not only with Atlantis, but also with all your Windows95 applications.

Windows95 does not need MSCDEX (CD-ROM manager program under MS-DOS). If your computer's initialisation sequence runs MSCDEX, try to delete the command line from your AUTOEXEC.BAT file. You will obtain much better results. In fact, MSCDEX can cause music interruptions or offset sound effects.

If you wish to change the disk drive used for backups, you must uninstall the game by using the UNINSTAL program on CD 1, then restart. However, note that your former backups will be deleted. If you wish to keep them, you must copy them before starting UNINSTAL.

Do not use the MS-DOS version, unless you do not have Windows95, or unless DirectX is incompatible with your system.

The MS-DOS version requires 24 Mb RAM memory to operate with all its components. If you only have 16 Mb RAM memory, certain animations or sound effects may be unavailable. The MS-DOS version requires a fast video board and a powerful processor to run as smoothly as the Windows95 version.

