

7th Level, Inc., Readme Notes

Welcome to Ace Ventura (R), the CD-ROM Game. In this demo, you'll get to experience a little of the Alaska action in the Factory scenario.

SYSTEM REQUIREMENTS

- * IBM(R) or compatible 486 66 MHz or greater
- * Minimum of 8MB of RAM
- * 256-color display
- * Mouse
- * Double speed CD-ROM drive
- * MPC compatible sound card and amplified speakers
- * DOS® with Windows® 3.1 or Windows 95.

INSTALLING THE DEMO

To install the Ace Ventura demo:

1. Insert the CD in the CD-ROM drive.
2. Select the File menu and choose Run from the Program Manager. (Or, in Windows 95, select Run from the Start menu.)
3. Type D:\ACE\SETUP.EXE (if necessary, replace D: with the letter that represents your CD-ROM drive) in the command line and press ENTER.
4. Follow the instructions.

The installation program creates a program icon for the Ace Ventura demo.

RUNNING THE DEMO

Double click the Ace Ventura program icon in the 7th Level program group to begin your adventure as a pet detective.

PLAYING THE GAME

This demo provides you with a fun look at the Factory section of Alaska. Ace is trying to rescue some stolen Huskies from the evil Odora. Here's what you need to do:

1. You'll begin in the Shed.
 - Click on the big rug on floor.
 - Click on small rug.
 - Click on the bed.
 - Click on the wastepaper basket.
 - Click on the switch under the rug.
 - Enter the elevator.
2. You'll then be at the entrance to the Factory.
 - Use the Up Arrow to hop past the flames.
 - Click on the handle on the other side to disable the flames.
 - Enter the archway to the left of the handle.
3. It's now time to free the seals.
 - Walk around the catwalk and explore. (The screen will pan with you.)

- Enter the first door from the right. This is the Warehouse.
 - Enter the center door. This is the Extraction Factory. Click on the gate door to open it for a surprise.
 - Dust yourself off, and then exit. Go to the door on the upper level at the far left of the catwalks. This is the Power Plant.
 - Click on the pass-through door to open it.
 - Walk through the door.
 - Walk over to the computer desk to the left of the screen.
 - Click on the computer.
 - Enter the password "press" (lowercase).
 - Press "s" for security.
 - Press "e" to disable the electric fence in the Extraction Factory.
 - Press "m" to return to the Main Menu.
 - Press "x" to exit the computer.
 - Enter the Extraction Factory.
 - Open the gate.
 - Go over and pull the lever to the right of the roller.
 - Go over and click on the gate to the seal pen.
4. You must also free the Huskies.
- Walk into the Power Room.
 - Open your inventory, and choose the bone.
 - Give the bone to the dog.
 - Walk over to the control box. Click on it.
 - Walk over to the computer desk.
 - Click on the computer.
 - Enter the password "press" (lowercase).
 - Press "s" for security.
 - Press "c" to unlock the utility cabinet.
 - Press "m" to return to the Main Menu.
 - Press "x" to exit the computer.
 - Click on the utility cabinet.
 - Click on the cans in the cabinet.
 - Click on the crowbar to take it and place it in your inventory.
 - Walk to the control panel on the other side.
 - Use the crowbar in your inventory on the control panel.
 - Click on the open control panel to go to a close-up.
 - Click on the switch on the right.
 - Go back to the panel close-up.
 - Turn on the red light by clicking on the button beside it.
 - Turn on the Blue Button.
 - Click on the switch.
 - Go back to the panel close-up.
 - Turn on the Green Button.
 - Turn on the Red Button.
 - Click on the switch.
 - Go over to the Huskies, and click on one of the cages.
 - Exit to the catwalks.
5. Before you leave, you must bathe the seals.
- Go to the Warehouse. (far right door)
 - Click on the oil drums.
 - Click on the hot tub.
 - Click on the bath products.
 - Use the crowbar in your inventory on the oil drums.
 - Take the label on the drum that was revealed.
 - Click on the tub to jump in.

NAVIGATING AND USING THE INTERFACE

You take control of Ace's movements when the demo starts. The mouse is the primary controller.

Command	Action
Move/Walk to	Click the location. Ace will travel the shortest distance to that point.
Browse	Move the cursor over the object, and the cursor will change.
Look at	Move the cursor over the object, and press and hold the mouse button.
Pick Up/Take	Click the object you want to pick up. If it can be picked up, Ace walks to the object, and it appears in the inventory. If it cannot be picked up, Ace will let you know.
Use	Click the object. If it cannot be picked up, Ace moves to the object, and then tries to use it. (For example, click a door, and Ace will try to open it.)
Talk to	Click the object. Ace will move to the person, and the Conversation interface will appear.
Open Inventory	Click Ace. He will open his shirt to show you what is available.
Use Inventory Item	Open inventory, then click the item you want to use.
Master of Disguise	Open inventory, then click the Disguise Choice you want to use.
Talk to Woodstock	Open inventory, then click the Radio Watch. Woodstock will give you a clue about what to do, if he has an idea.

TECHNICAL SUPPORT AND COMMON PROBLEMS AND SOLUTIONS

If you have difficulty installing or running the demo, please read the section below before calling our Technical Support phone line. By checking the few items listed below, you may be able to solve any difficulty you are having on your own.

If you are still having difficulty, call Technical Support at 214-498-8065. Support is available Monday - Friday from 8:00 am to 9:00 p.m., and on Saturday from 8:00 am to 7:00 p.m. Central Time. You also can reach Technical Support via America Online (keyword Seventh) or the Microsoft Network (Go Seventh)

Technical Support also is available via the World Wide Web on 7th Level's web page (www.7thlevel.com). By accessing 7th Level's web page, you can download the latest technical support information along with demos of current and future products, register your products online, and participate in contests and chats with the celebrities and individuals involved with our products.

Problem:

The program seems to run slowly.

Solution:

As with any program running under Windows, the speed and the smoothness of the program is dependent on the speed of the hardware that it is running on. Hardware configurations that affect performance are: the amount of memory and the speed of the video card, the processor type, the amount of real memory and the transfer rate of the CD-ROM drive. While the minimum system configuration required to run a demo is a 486 66 MHz computer with 8 MB of RAM, a video card capable of running 256 colors and a double-speed CD-ROM drive, the recommended system configuration is a 486 66 MHz computer with 16 MB of RAM. You may be able to improve the performance of this demo running on your computer by upgrading one or all of these elements of your computer system, depending on what you already have.

If you are running on a computer with the minimum system requirements, here are some things you can do to try to increase your system's performance:

1. Make sure you have a permanent swap file of at least 5 MB set up in Windows.

Problem:

When I try to run the demo, I get a "Not enough memory" message.

Solution:

On an 8 MB system, the program requires 5 to 10 MB of virtual memory. For instructions on setting virtual memory, please consult your Windows documentation.

Problem:

The program does not display properly.

Solution:

Make sure you have a video card running in 640x480 or 800x600 mode with 256 colors. Also, make sure that you have the proper display driver installed. A display with more colors or running at a higher resolution also will work with this demo.

Problem:

The program is working, but I don't hear any sounds.

Solution:

Make sure your sound card is installed and working properly. You can check the sound from your sound board by using the Sound utility in the Control Panel. Choose one of the WAV files in the Windows directory and click Test.

Problem:

The sound or video skips during the program.

Solution:

Make sure you have at least 8 MB of RAM. Also, make sure that an expanded memory manager (such as EMM386, QEMM or 386MAX) is not reserving memory that Windows and this demo will need to run correctly.

Problem:

I can't get the MIDI files to play. (I'm not getting any music.)

Solution:

Most sound cards are not set up to play MIDI files unless you have a MIDI peripheral device attached to your computer. To set your sound card so that MIDI files will play without a MIDI peripheral device attached, follow the steps below.

To change your MIDI settings under Windows 3.1:

1. Double click the MIDI Mapper icon in the Control Panel.
2. Make sure the Setups radial button is selected.
3. Click the down arrow in the Name list box.
4. Select a MIDI setup file. You should select either General MIDI or All FM. (Check your sound card documentation for the correct setup file. If you have the SoundBlaster 16 card, select All FM.)
5. With the correct setup file selected, click the Edit button.
6. Confirm that the correct driver is displayed for at least channels 1 through 10. (Check your sound card documentation for the correct driver name. If you have a SoundBlaster 16 sound card, each channel should be set to the Voyetra Super Sapi FM driver.)
7. Click the OK button to exit the MIDI Setup dialog box. As you exit, click the Yes button to save any changes you've made or the No button to cancel any changes.
8. Click the Close button to exit the MIDI Mapper.

To change your MIDI settings under Windows 95:

1. Select the Start Menu.
2. Choose Settings and open the Control Panel.
3. Double click the Multimedia icon and select the MIDI tab.
4. Select the MIDI setup file. (Check your sound card documentation for the correct setup file.)

5. Click the OK button and exit the Control Panel.

Problem:

The sound and video are not synchronized properly.

Solution:

Make sure that you are running the program on a 486 66 MHz or better IBM-compatible computer with at least 8 MB of RAM.

Problem:

The sound breaks up or has a lot of static.

Solution:

You may need to change the DMA setting on your sound card. Please check the documentation for your sound card for the proper settings and how to change the settings. We recommend setting the 16-bit DMA to the same channel as the 8-bit DMA.

Problem:

The volume is too low or too high.

Solution:

You can adjust the volume using the + and - keys within the demo.

Problem:

The program seems to run extremely slow.

Solution:

Make sure that you have a permanent swap file of at least 5 MB set up in Windows. Please consult your Windows documentation for instructions regarding your swap file settings.

KEYBOARD FUNCTIONS

The following keyboard combinations can be used to replace mouse movements for certain activities and functions.

ALT F4	Exit the program
SHIFT ESC	Exit the program
ESC	Exits back to the main menu one level at a time
+	Raises the master volume
-	Lowers the master volume
SHIFT +	Raises the WAV volume (speech and sound effects)
SHIFT -	Lowers the WAV volume (speech and sound effects)
CONTROL +	Raises the MIDI volume (music)
CONTROL -	Lowers the MIDI volume (music)
* (keypad)	Toggles the sound on/off
PAUSE	Pause/restarts the animation
SPACEBAR	Stops the current ambient animation

ACE VENTURA is a joint venture between 7th Level, Inc. and Morgan Creek Interactive.

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