SIERRA

Hoyle® Card Games Demo
Version 1.0.0.0
August 3, 1998

README file

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ABOUT THIS DOCUMENT

Thank you for trying Hoyle Card Games.

This document contains last-minute information about Hoyle Card Games and other information about the program not found in the on-line help. This README file includes information that pertains to general problems and questions you may have concerning this software or your computer. Should you experience any problems with Hoyle Card Games, please refer to this file for addition help on answering questions about the game and solving technical difficulties.

IMPORTANT
Sierra highly recommends not running other Windows applications at the same time as Card Games. Most difficulties, including Fatal or Panic errors can be resolved by simply running the game with a clean Windows environment. See section 4 below.

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SECTION 1 - HARDWARE REQUIREMENTS

REQUIRED:
> 486 DX-66
> 8 MB RAM
> Windows 3.1 (Windows 95 required for Internet play)
> SVGA video card that supports 640x480x256 colors or better in Windows
> Mouse

RECOMMENDED FOR BEST PERFORMANCE:
> Pentium
> 16MB RAM
> Sound card
> True-color video

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SECTION 2 - INSTALLATION PROCEDURES

IMPORTANT: Sierra highly recommends not running other Windows applications at the same time as installing or running this game.

Run SETUP.EXE to install.

To uninstall the game, double-click the Sierra Utilities icon in your Sierra program folder (or select Sierra Utilities from the Sierra group of your Start menu).
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SECTION 3 - VIDEO TROUBLESHOOTING

This game requires that Windows is running in 256-color mode or higher. Even though your monitor and video card may be capable of displaying 256 colors, Windows may not be set up to use this resolution. To check, double-click the Display item in the Control Panel (in Windows 3.1, double-click on Windows Setup in the Main program group). Check the Settings panel or the Display line. If the setting reads "VGA" or "16 color," you will need to change to a driver that supports 256 colors. ("VGA" is a default Windows video driver that only supports 16 colors and will not work with Sierra's Windows games.) To change video drivers, select Options, then Change System Settings. Open the Display box to see the list of video drivers that are currently available. You should check your video card documentation for information on what 256-color driver to select.

Warning: Be careful when changing video drivers! If you choose one that is not designed for your particular video card, when you restart your computer, Windows may not launch. If this occurs, change to your Windows directory, type: SETUP, and choose the "VGA" driver again. You should then contact your video card manufacturer for the correct driver.

Changing your display settings in Windows 95:

Depending on how recent and "stable" your video card drivers are, this game will operate in various high resolutions. But if any video difficulties are encountered, we recommend running this game on a desktop of 800x600 pixels in true-color mode. To change your display settings, click on the Start button, select Settings, then Control Panel. Double-click the Display icon. You will see at least four tabs: Background, Screen Saver, Appearance, and Settings. Click on Settings. In the box under Color Palette, it should say True Color. If it does not, click on the down arrow to the right of the field to view a list of choices, and select the one that says True Color. The field to the right of colors is Desktop Area. Move the horizontal slider until the display reads 800x600 pixels. Click on OK. Restart windows when prompted to do so. If you have any trouble running Windows 95 in True Color mode, your computer will start in "safe mode". Do not panic. Repeat the steps above to reset your computer to its previous settings and contact your video card manufacturer for assistance in obtaining a driver that supports True Color.

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SECTION 4 - MEMORY TROUBLESHOOTING

To free up memory in Windows 95, press CTRL+ALT+DELETE on your keyboard to bring up the Close Programs list. Highlight all programs (one at a time) other than Explorer and Systray (including screen savers, wallpaper, virus detection programs, shell programs like Norton Desktop or Packard Bell Navigator, etc.) and click on the "End Task" button to close them. Do this until only Explorer and Systray are listed. Make sure that Windows in managing your virtual memory. To do this, click on the Start button, select Settings, then Control Panel. Double click on the System icon to display the System Properties. Select the Performance tab and then click Virtual Memory. Make sure that "Let Windows manage my virtual memory settings" is selected.

See also, SECTION 8 - SYSTEM DISK INSTRUCTIONS FOR WINDOWS 95

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SECTION 5 - OTHER COMMON PROBLEMS

Problem: "The instruction at (memory address) referenced memory at (memory address). The memory could not be read from."
Solution: This is called a "bad pointer." It happens if you don't have the latest SoundBlaster drivers. Get the latest drivers from http://www.soundblaster.com/. If you do not have a SoundBlaster 16 card, the message probably indicates a memory conflict. See Section 4 for information on resolving memory conflicts.

Problem: "General Protection Fault caused by GROWSTUB in POINTER.DLL" when game starts.
Explanation: This is caused by a Microsoft mouse driver version 9.01 GROWSTUB component.

Solution: One of the three suggestions below should correct the problem.
   1. Remove POINTER.EXE from the load= line in the file WIN.INI and then restart Windows.
   2. Download the file HD1061.EXE from the Microsoft at www.microsoft.com. This file is self-extracting. Run "HD1061" and follow the instructions in the newly created README.TXT file.
   3. Upgrade to the Microsoft Mouse IntelliPoint software version 1.0. For information about obtaining this upgrade, call the Microsoft Sales Information Center at (800) 426-9400. There is a charge for this upgrade.

Problem: The play-screen is too small.
Explanation: This game was designed to play in a full screen with a 800x600 True Color Windows video driver.
Solution: In order to view the game in the full dimensions of your computer screen, you will need to load a 800x600 True Color video driver that is created for your specific brand of video card. For more information about configuring Windows or obtaining this driver, please contact your video card manufacturer.
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SECTION 6 - SOUND CARD CONFIGURATION AND SOUND ISSUES

If you experience sound problems, make sure you are using the most current drivers available for your sound card before calling technical support. If you do not have the current Windows drivers for your sound device, you may need to contact the manufacturer of your sound device or your local hardware supplier for an updated set of sound drivers. Check your Windows documentation or your sound device documentation for full instructions on updating your sound drivers.

Problem: Starting the game gives you a "Waveout Open" or "Waveout Prepare Header" error message.
Solution: The Windows error message you are receiving indicates that your sound card is in use by another program. This is occasionally caused by another sound program taking control in Windows and not sharing the sound card properly. Programs like Icon Hear It, Wired for Sound or Packard Bell Navigator can cause this type of problem. Some screen savers like After Dark will also access the sound card directly instead of using Windows to produce sounds. You should disable all programs of this type before playing the game.
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SECTION 7 - INTERNET INFORMATION (REQUIRES WINDOWS 95)

Internet play is not available in this demo version of Hoyle Card Games.

SECTION 8 - SYSTEM DISK INSTRUCTIONS FOR WINDOWS 95

Use the Windows Start menu to access the Control Panel. Double-click on Add/Remove Programs. Click the Startup Disk tab. Click Create Disk... and follow the instructions. Further information can be found in the Sierra document SYSDISK.DOC, available for download on the Internet at http://www.sierra.com.

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