

# AST Computers

## Contact Information:

### Online Services:

World Wide Web: <http://www.ast.com>

### Phone Contacts in the U.S.:

Telephone: 800-876-4278

Technical Support: 800-727-1278

817-232-9824

BBS: 714-852-1872

### Available Phone Contacts Outside the U.S.:

None Available: Please contact your local retailer.

# ATI Technologies Inc.

## Known Problems:

### Mach 64 Video Cards in Windows 95

*Zork Nemesis* may have difficulties unless you have updated your video drivers to the latest Mach 64 Windows 95 drivers. Through special arrangement with ATI Technologies, Inc., those drivers have been included in *Zork Nemesis* **Disk II** in the \DRIVERS\WIN95\ATI directory.

1. In the Windows 95 Add New Hardware Wizard, click on **No** when it asks you if you want to auto detect new hardware, then select **Display Adapters**.
2. Click on **Have Disk** and then browse **Disk II** until you see the \DRIVERS\WIN95\ATI directory. Select your video card and click **OK**.

[Click here](#) to run the Windows 95 Add New Hardware Wizard.

**NOTE:** The drivers supplied by ATI on this CD are current as of February 1996. Should you find that you need to upgrade the video drivers for an ATI card, and a significant period of time has passed between February 1996 and the date you need to make this change, please contact ATI's World Wide Web site to see if even more current drivers than those on this CD are available.

### Mach 32 Video Cards

Some ATI Mach 32 video cards are labeled as having 1 MB of RAM, but actually only contain 512K of RAM. ATI Mach 32 cards should support a High Color (16-bit) display setting with 1 MB of video memory. These mislabeled cards that have only 512K of video memory are not capable of supporting High Color (16-bit) mode. To check the amount of RAM on your ATI Mach 32 video card, run the diagnostic utilities that came with the card.

### COM4: Conflict

There is also a known problem in trying to get Mach 32 cards to run if you are using COM4: since the Mach 32 uses the memory address at 2E0-2EF.

### Mach 32 Series DOS VESA Support

To enable VESA support run VVESA.COM. You may need to include X=C000-C7FF on the EMM386 line of CONFIG.SYS or you may experience problems.

### Mach 64 Series DOS VESA Support

M64DIAG.EXE will run a series of diagnostics and provide information about your card. M64VBE.COM will enable VESA support. You may need to include X=C000-C7FF on the EMM386 line of your CONFIG.SYS file to run properly.

## **ATI Desktop Help Utility**

Some ATI cards come with a utility program called ATI Desktop Help that runs in the task bar next to the volume control for Windows 95. This utility will cause *Zork Nemesis* to display an error message related to DIBENG.DLL when you click on **Play** from the splash screen. Please shut down this utility before running *Zork Nemesis*.

### **Contact Information:**

#### **Online Services:**

Internet E-mail: 74740.667@compuserve.com  
FTP Site: ftp://ftp.atitech.ca/pub/support  
World Wide Web: http://www.atitech.ca/pr

#### **Phone Contacts in the U.S.:**

Customer Support: 905-882-2626  
Fax: 905-882-0546  
BBS: 905-764-9404

#### **Available Phone Contacts Outside the U.S.:**

Germany  
Customer Support: 89-460907-77  
Fax: 89-460907-76

## About Earthlink Network TotalAccess

Welcome to EarthLink Network TotalAccess™, the exclusive Internet Service Provider for Activision's *Zork Nemesis*.

**NOTE: The Earthlink Network TotalAccess™ Special Offer is valid in the US and Canada only. The Earthlink software has been removed from versions of Zork Nemesis sold outside the U.S. and Canada.**

TotalAccess will set up your Internet account in less than five minutes. To do so, see the [How to Add the Online Component](#) section of this file.

Included in your TotalAccess package is:

- EarthLink Network's Internet Dialer Configuration, connecting you to the Internet at up to 28,800 bps.  
Netscape Navigator™, the world's most popular browser.
- Eudora Light™, the ultimate electronic e-mail for the Internet.
- Technical Support, 24 Hours a day, 7 days a week, from Earthlink's friendly support staff at 1-800-395-8410.

Signing up with EarthLink Network through this special Zork Nemesis offer entitles you to the following exclusive deal:

- 15 Days of Unlimited Internet Access for FREE (\$9.97 value)
- Netscape Navigator™ (\$39.95 value)
- No Setup Charge (\$25.00 value)
- After your free 15 days, Unlimited Internet and World Wide Web Access for only \$19.95 per month.

You can add the Zork Nemesis online component by running EarthLink's Setup program. You may add the online component by following these steps:

1. Insert Zork Nemesis **Disc I**. If your computer has AutoPlay activated and the title screen appears, press the **Exit** button on the title screen.
2. Double-click on the **My Computer** icon.
3. Right-click on the **Zork Nemesis CD** icon and select **Explore**.
4. Open the **EarthLink** folder.
5. Double-click on **Setup.exe**.

6. Follow the instructions to register your new EarthLink Network TotalAccess account. If at any time you need additional help, click the **Help** button.

EarthLink Network TotalAccess is the coolest, easiest Internet and World Wide Web access on the planet. NOTE: The Earthlink Network special offer for Zork Nemesis is available in U.S. and Canada only.

**For instant EarthLink online technical support**, please enter the following URL into your Netscape browser: <http://www.earthlink.net>

NOTE: This web site only supports Internet-related service issues.

## About the MS-DOS Version

Does not use DirectX. Choose the MS-DOS version if your system cannot support DirectX.

May require some changes to your system configuration.

Has a Zork Nemesis Technical Help file that is accessible through the Zork Nemesis directory (ZNEMHELP.TXT and ZNEMHELP.HLP in Windows 3.1 Help file format).

Cannot be run through Windows 3.1.

## About the Windows 95 Version

Uses Microsoft DirectX video drivers. It is important that you check with your video card manufacturer to determine if your video card will support DirectX video drivers. Please see the [DirectX](#) section in this file for more information.

Uses 10 MB more hard disk space than the MS-DOS version due to the demands of virtual memory.

Requires that your computer and video card support [High-Color \(16 bit\)](#)

- If using a Pentium or faster processor, you will be allowed to access more background animations and ambient sounds. In addition, more QSound sound effects will play.

### Unique features of the Windows 95 version

An optional Internet online component that allows you to access the Internet from outside the game. For more details on this feature and the setup required, see the [Title Screen Button Functions](#) or [How to Add the Online Component](#) sections in this file.

# Acer America

## Contact Information:

### Online Services:

America Online:	Keyword Acer
Prodigy:	Jump Acer
CompuServe:	Go Acer
FTP Site:	<a href="ftp://ftp.acer.com/">ftp://ftp.acer.com/</a>
World Wide Web:	<a href="http://www.aci.acer.com">http://www.aci.acer.com</a>

### Phone Contacts in the U.S.:

Technical Support:	800-445-6495
Acer BBS:	408-428-0140 (28.8K bps, 8-N-1)

### Available Phone Contacts Outside the U.S.:

None available. Please contact your local retailer.



# AdLib MultiMedia, Inc

## Contact Information:

### Online Services:

None Available

### Phone Contacts in the U.S.:

Telephone: 418-529-1159

Fax: 418-529-9676

### Available Phone Contacts Outside the U.S.:

None available. Please contact your local retailer.

# Advanced Gravis

## Known Problems:

### Windows 95 Drivers

Advanced Gravis has released Beta drivers for the Gravis UltraSound card. These drivers are not compatible with MIDI playback in *Zork Nemesis*. Please refer to the extensive README file included with the drivers for installation information. These drivers are available through the online methods listed below.

### Advanced Gravis Ultrasound

DOS Users: Before you start the game, you should run the LOADPATS command.

## Contact Information:

### Online Services:

Internet E-mail: [tech@gravis.com](mailto:tech@gravis.com) or [support@gravis.com](mailto:support@gravis.com)  
World Wide Web: <http://www.gravis.com>

### Phone Contacts in the U.S.:

Technical Support: 206-881-6945  
Telephone: 604-431-1807  
604-431-5020  
Fax: 604-431-5155  
BBS: 604-431-5927  
206-883-3211

### Available Contacts Outside the U.S.:

#### Switzerland

Telephone: 36-5364443  
Fax: 36-5366011  
BBS: 36-5360379

For other countries, please contact your local retailer.

## **I have an Advanced Gravis UltraSound ACE and I am experiencing severe lock-up problems.**

There have been some questions regarding the Gravis UltraSound (GUS) operating in Windows 95. The latest drivers for the GUS are technically still in Beta (officially they've been released, but some problems may still exist). There are *specific* instructions included with the drivers for properly installing the card/driver for use in Windows 95. Please consult [Advanced Gravis](#) regarding updated drivers.

# Advanced Integration Research

## Contact Information:

### Online Services:

None Available

### Phone Contacts in the U.S.:

Telephone: 408-428-0800

Technical Support: 408-428-1547

BBS: 408-428-1735

### Available Contacts Outside the U.S.:

None available. Please contact your local retailer.

## AutoPlay

**If the Zork Nemesis title screen does not appear, try performing the following steps:**

1. With **Disc I** in your CD-ROM drive, double-click on the **My Computer** icon on your desktop or right-click on it and select the **Open** option.
2. In the **View** pull-down menu, select **Refresh**.
3. Double-click on the **Zork Nemesis CD** icon in the window or right-click on it and choose the **AutoPlay** option.
4. After the Zork Nemesis title screen appears, click on the **Play** button (it will appear as **Install** before you have installed the game).

**If the AutoPlay feature does not function, please check the following:**

1. Make sure the CD is clean and properly placed in the CD-ROM drive.
2. Verify that your CD-ROM driver is optimized for use with Windows 95. To do this:
  - a. Open the **Control Panel** and double-click on the **System** icon. Click on the **Performance** tab. If any of your hardware drivers are not fully optimized for use with Windows 95, they will be listed here with an explanation of the exact problem and suggestions on how to fix it. If you cannot get your system to perform optimally, please consult [Microsoft](#) support.
  - b. Or, Click here to begin the [Hardware Conflicts Troubleshooter](#) .
3. Verify that the Auto-Insert Notification for your CD-ROM is enabled. To do this:
  - a. Open the **Control Panel** folder and double-click on the **System** icon.
  - b. Click on the **Device Manager** tab. Your system's devices will be listed here. Click on the + (plus) symbol that appears next to the CD-ROM listing. Double-click on the CD-ROM make and model that is on your system.
  - c. Click on the **Settings** tab. Under **Options** there will be a check-box labeled **Auto insert notification**. Make sure this box is checked. Click **OK**.
4. Double-click on the **My Computer** icon on your desktop. Select the **Refresh** option located in the **View** pull-down menu of your main hard drive window. When the **Zork Nemesis** icon appears, double click on it; The Zork Nemesis title screen should appear.
5. You can also start *Zork Nemesis* from the **Start** button on your desktop. Click the **Start** button from your taskbar, select **Programs|Activision|Zork Nemesis** and this will allow you to start the game.

**If for some reason you do not wish to use AutoPlay, you can turn it off using the following steps:**

1. Choose the System Properties dialog box by right-clicking on the **My Computer** icon and then clicking on **Properties**.
2. Choose the **Device Manager** tab in the dialog box.
3. Select and double click **CD-ROM**.
4. Select your CD-ROM drive and click the **Properties** button.
5. Select the **Settings** tab of the Properties dialog box.
6. Uncheck the **Auto-insert notification** box on that tab.
7. Click **OK** to accept your changes.

# Aztech Labs

## Contact Information:

### **Aztech Systems, Ltd. (Main Office-Singapore)**

Telephone: 741-7211  
Fax: 741-8678~9  
Telex: RS 36560 AZTECH  
BBS: 748-6879  
World Wide Web: <http://www.aztech.com.sg>  
FTP Site: <ftp://ftp.aztech.com.sg>  
E-mail: [support@aztech.com.sg](mailto:support@aztech.com.sg)

### **Aztech Labs, Inc. (U.S. Office)**

Telephone: 510-623-8988  
Technical Support: 800-886-8879  
Fax: 510-623-8989  
BBS: 510-623-8933  
World Wide Web: [www.aztechca.com](http://www.aztechca.com)  
FTP Site: <ftp.aimnet.com/pub/users/aztech>  
E-mail: [support@aztechca.com](mailto:support@aztechca.com)

## Available Contacts Outside the U.S.:

### **Aztech Systems, GMBH. (Germany Office)**

Telephone: 421-162-560  
Fax: 421-162-5633  
BBS: 421-169-0843

### **Aztech UK, Ltd. (UK Office)**

Telephone: 1734-814-121  
Fax: 1734-819-951

### **Az-Technology SDN BHD (Malaysia Office)**

Telephone: 704-8450  
Fax: 704-8457  
BBS: 756-3412

### **Aztech Systems Beijing, Ltd. (China Office)**

Telephone: 10-253-6659  
Fax: 10-253-4544

**BIOS:** Basic Input/Output System. A set of programs encoded in Read Only Memory (ROM) to facilitate the transfer of data and control instructions between the computer and peripherals.



## Before Running the Game (Windows 95)

When playing the Windows 95 version of *Zork Nemesis*, we strongly recommend that you run under the following conditions.

Before playing, close all other open applications. Some users have experienced random fatal errors while playing *Zork Nemesis* if they have other memory-intensive Windows 95 applications running at the same time. Multi-tasking through the Windows 95 keyboard shortcuts can result in game freezes and crashes. We highly recommend running *Zork Nemesis* as a stand-alone Windows 95 application.

Before starting the game, make sure your hard drive has at least 10 MB of uncompressed free disk space for virtual memory.

Your computer and video card must support High-color (16-bit) to run *Zork Nemesis* for Windows 95.

Your computer's sound card must have MIDI audio playback. Some puzzles in the game utilize MIDI sounds and cannot be completed without it.

## Before Running the Game (DOS)

When playing the MS-DOS version of *Zork Nemesis*, we strongly recommend that you run under the following conditions.

Before playing, close all other open applications. Some users have experienced random fatal errors while playing *Zork Nemesis* if they have other memory-intensive programs running at the same time. We highly recommend running *Zork Nemesis* as a stand-alone application.

Do not play the MS-DOS version of *Zork Nemesis* through Windows 3.1x. Completely exit out of Windows and start the game from the MS-DOS prompt.

Your computer's sound card must have MIDI audio playback. Some puzzles in the game utilize MIDI sounds and cannot be completed without it.

# Boca Research Inc.

## Contact Information:

### Online Services:

Internet: support@boca.org  
CompuServe: GO BOCA

### Phone Contacts in the U.S.:

Phone: 407-997-6227  
Fax Server: 407-994-5848  
"QuickFax" Fax Retrieval Service: 407-995-9456  
Fax Server: 407-997-0918  
Standard Support Service: 407-241-8088  
Priority Support Service: 900-555-4900  
BBS: 407-241-1601

### Available Phone Contacts Outside the U.S.:

#### Western Europe (Netherlands)

Internet: rienboca@ib.com  
Phone: 1803-21606  
Fax: 1803-12690  
BBS: 1803-21382

#### Asia Pacific (Singapore)

Internet: samhs@singnet.com.sg  
Phone: 584-6703  
Fax: 584-6704

For other countries, please contact your local retailer.

## CD-ROM Drive Manufacturers List

Mitsubishi

Mitsumi

NEC

Panasonic

Sony

Teac

Zenith Data Systems

CD-ROM drives

CD-ROM drives

Computers, CD-ROM drives

CD-ROM drives

CD-ROM drives

CD-ROM drives

Computers, CD-ROM Drives

**CMOS: Complementary Metal-Oxide Semiconductor.** An energy-saving chip fabricated to duplicate the functions of other chips, such as memory chips or microprocessors. The system settings for most PCs are stored in the CMOS.

# CSS Laboratories, Inc.

## Contact Information:

### Online Services:

None Available

### Phone Contacts in the U.S.:

Technical Support: 800-966-2771  
714-852-8161

BBS: 714-852-9231

### Available Phone Contacts Outside the U.S.:

None available. Please contact your local retailer.

## Can't Connect to the Web

*Zork Nemesis* could not be connected to the Internet/World Wide Web. Please check the following items to determine the possible cause for this error.

1. Check to see that your modem is turned on.
2. Be sure that your modem is not in use by another application.
3. Try manually starting your Internet dialer. To do this, click on the Windows 95 Start menu. Connect to your Internet Service Provider, then return to *Zork Online* and try again.
4. Check your AutoDialer to make sure it is properly configured. For more information on AutoDialers, please consult the [Tips & Troubleshooting: Online Features](#) section of this file.

To use the online features of the game, your modem will need to be connected to your internet service provider (ISP) during the entire time that you are online. In addition, it must not be in use by another application and, if you only have one telephone line in the house, no one must be on the phone or attempt to use the phone while you are online.

## **There is one puzzle I just can't solve. Is there any way to go past it?**

There are many possible directions you can choose in your journey through *Zork Nemesis*. Often though, it is necessary to solve a challenge or puzzle before you can proceed further. Rest assured that there have been clues laid for every puzzle in the game. Keep notes on everything you try.



## Can't Start Browser

*Zork Nemesis* was not able to start your Web Browser. Please perform the following steps to determine the cause of this error.

1. Run the Online Setup program again if you are still unable to run the browser.
2. Make certain you have enough available memory. Shut down any unnecessary programs or utilities to free up memory.

Microsoft Network users can disconnect by closing the MSN application that appears near the Volume Control icon on the taskbar. To bring up the taskbar, press **Ctrl+Esc**.

# Cardinal Technologies

## Contact Information:

### Online Services:

Internet E-mail: [techs@cardtech.com](mailto:techs@cardtech.com)  
World Wide Web: <http://www.cardtech.com>

### Phone Contacts in the U.S.:

Telephone: 717-293-3000  
Fax: 717-293-3055  
Technical Support: 717-293-3124  
BBS: 717-293-3074

### Available Phone Contacts Outside the U.S.:

None available. Please contact your local retailer.

## Changing Your Sound Setup (Windows 95)

**You can change your sound setup in two ways:**

1. Windows 95 can auto-detect the sound device for you.
  - a. Go to the **Start** menu on your taskbar, select **Settings\Control Panels**.
  - b. Double-click on the **Add New Hardware** icon.
  - c. Click the button labeled **Next**. The following window will ask if you want Windows 95 to search for new hardware.
  - d. Select **Yes** and click the **Next** button. Windows 95 will then attempt to auto-detect your sound card.
2. If Windows 95 fails to detect your sound card automatically, then:
  - a. Follow the steps outlined above until you come to the window asking if you want to search for new hardware.
  - b. Select **No** and then **Next** to advance to the following screen.
  - c. Under hardware types move your cursor down until you reach Sound, Video and Game Controls. Double click on **Sound, Video and Game Controls** and select the appropriate sound card. Be sure you know the make and the type of your sound card.

**To verify your sound card settings:**

1. Go to the **Start** menu on your task bar, select **Setting\Control Panels**.
2. Double-click on the **System** icon, then choose the **Device Manager** tab.
3. Select **Sound, Video, and Game Controllers**, and double-click on your specific sound card.
4. Check the **Device Status** box to see if your card is working properly.
5. Select the **Resource** tab and check the Conflicting device list for any conflicting devices.

If you purchased your sound card before the release of Windows 95, you may obtain updated drivers from a variety of places. Most hardware retailers have access to the most recent drivers. Additionally, most sound card manufacturers maintain a BBS containing the latest drivers for free downloading. Drivers are also available on CompuServe, America Online, the Microsoft Network and other popular online services. A list of [sound card manufacturers](#) and their Technical Support and BBS numbers is available in this document. Please make every effort to install the latest Windows 95 sound drivers before calling [Activision Customer Support](#).

# Cirrus Logic

## Contact Information:

### Online Services:

Email (Graphics):	<a href="mailto:ui-support@corp.cirrus.com">ui-support@corp.cirrus.com</a>
Email (Modems):	<a href="mailto:dcom-support@corp.cirrus.com">dcom-support@corp.cirrus.com</a>
World Wide Web:	<a href="http://www.cirrus.com">http://www.cirrus.com</a>

### Phone Contacts in the U.S.:

Technical Support:	510-623-8300 (West Coast)
Technical Support:	508-470-3380 (East Coast)
Fax:	510-252-6020
BBS:	510-440-9080

### Available Phone Contacts Outside the U.S.:

Technical Support:	
France	1-48-12-2812
Germany	15-24-008-4
Italy	92-61-34-836

For other countries, please contact your local retailer.

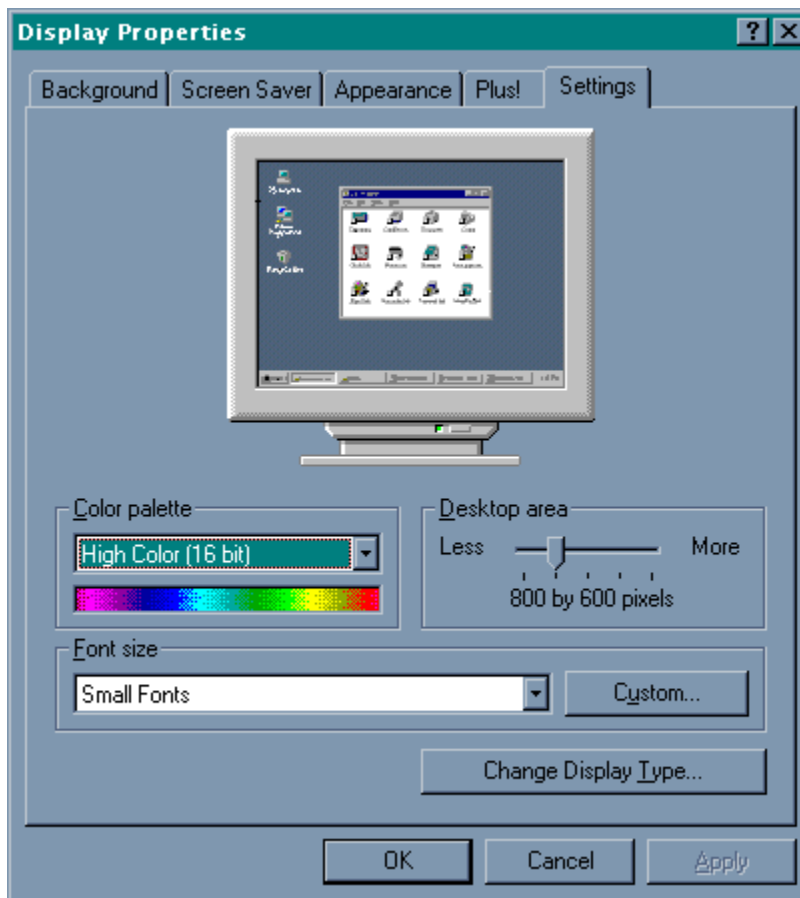
## Color Settings

*Zork Nemesis* is optimized for the High Color (16-bit) setting within Windows 95. The game will run in other color settings, but it is recommended that you set your display to High Color (16-bit).

*Zork Nemesis* utilizes the Direct Draw libraries of Microsoft's DirectX. Some video cards do not yet have driver support for Direct Draw. Updated drivers are being developed by manufacturers to remedy this. To obtain information on these updates, contact your [video card manufacturer](#) and download their latest Windows 95 drivers for your video card. If you are not sure about your video card or its capabilities, please refer to the section called [Check Your Display Type Settings](#) for more information.

### To Change Your Color Setting:

You need to change the **Color palette** box of the window shown below to High Color (16-bit). To go to the Display Properties window to change it, [click here](#).



If you choose to make this change at some other time, you can always return to this Help file and try again, or follow the steps listed below to access these settings.

1. Place your mouse cursor over an empty area of your desktop and click the right button on your mouse. At the bottom of the list that appears, click on **Properties**. This will bring

up the Display Properties window. You can also bring this window up by clicking on the **Display** icon in Control Panel.

2. Choose the **Settings** tab and change the color setting to High Color (16 bit) as shown in the **Color palette** box above.

If you have a video card that supports High Color (16-bit), but you cannot select High Color (16-bit) in your display settings, check to see that you have the appropriate adapter and monitor type selected.

# Colorgraphic Communication

## Products:

Colorgraphic Communication has an extensive Windows 95 support section at their World Wide Web site. Driver updates are available there for all of their video adapters.

Pro Lightning	Drivers for Windows 95 (1st release) have been posted as of February 8, 1996
Pro Lightning V+	Drivers for Windows 95 (1st release) have been posted as of February 8, 1996
MEGA Lightning	Drivers for Windows 95 (1st release) have been posted as of February 8, 1996
Warp Series/Dual Lightning	Drivers for Windows 95 (1st release) have been posted as of February 7, 1996

## Contact Information:

### Online Services:

E-mail:	<a href="mailto:tech@colorgfx.com">tech@colorgfx.com</a>
FTP Site:	<a href="ftp://ftp.colorgfx.com/colorgfx">ftp://ftp.colorgfx.com/colorgfx</a>
World Wide Web:	<a href="http://www.colorgfx.com">http://www.colorgfx.com</a>

### Phone Contacts in the U.S.:

Technical Support:	770-455-3921
BBS:	770-452-8238

### Available Phone Contacts Outside the U.S.:

None Available. Please contact your local retailer.

# Compaq Computer Corporation

## Contact Information:

### Online Services:

E-mail: [Support@Compaq.Com](mailto:Support@Compaq.Com)  
World Wide Web: <http://www-es.compaq.com>

### Phone Contacts in the U.S.:

Technical Support: 800-652-6672 (desktop and portable hardware)  
800-386-2172 (server hardware)  
713-378-2000  
BBS: 713-378-1418

### Available Phone Contacts Outside the U.S.:

None Available: Please contact your local retailer.



# Creative Labs

## Known Problems:

*Zork Nemesis* may have trouble working with some 1993 or earlier Matsushita CD-ROM drives. These CD-ROM drives have trouble reading beyond 63 minutes on CDs, and *Zork Nemesis* uses the full CD. These drives were sold under the names of Panasonic, JVC, Reveal, Creative Labs and Plextor. Gameplay may occasionally slow down and the CD-ROM drive will be accessed constantly. We highly recommend that you upgrade to a newer CD-ROM drive to avoid problems with other programs in the future.

## Contact Information:

### Online Services:

CompuServe: GO BLASTER  
World Wide Web: <http://www.creaf.com>

### Phone Contacts in the U.S.:

Technical Support: 405-742-6622  
Fax: 405-742-6633  
BBS: 405-428-6660

### Available Phone Contacts Outside the U.S.:

Technical Support:  
France 1-39-20-0421  
Germany 31-10-283-8

For other countries, please contact your local retailer.

# Credits

**ACTIVISION**

presents

## **ZORK NEMESIS**

**produced and directed**

**by**

Cecilia Barajas

**technical direction**

**by**

Laird M. Malamed

**art director**

Mauro Borrelli

**lead programmer**

Michael H. Douglas

**game design**

Cecilia Barajas

Mark Long

**story**

Cecilia Barajas

Nick Sagan

Adam Simon

**dialogue**

Edithe Swensen

**live action sequences director**

Joe Napolitano

**music**

Mark Morgan

**sound design and mix**

Scott Martin Gershin

Soundelux Media Labs

**art**

Scott Goffman

Jack Burton

REZ.N8 Productions

Mondo Media

Pyros Pictures

**lead tester**

William Westwater

**associate producers**

Steven Chao

T. Shane Yang

**senior programmer/  
initial technical design**

Paul Brian Gallagher

**engine programming**

Ben Diamand  
Gary Jesdanun  
Andrew Silber

**script programming**

David Chien  
Ed Clune  
Mason Deming  
Ted Huntington  
Brian Jennings

**asset manager**

Jeffrey Jorczak

**production coordinators**

Rick Baumgartner  
Roy Cullen

**featured players**

Stephen Macht	General Kaine
Paul Anthony Stewart	Lucien/Nemesis
Merle Kennedy	Alexandria
Lauren Koslow	Sophia
Allan Kolman	Sartorius

and

W. Morgan Shepard as Father Malveaux

**casting**

Slater/Brooksbank Casting  
Paul Weber

**additional writing**

**alchemy book**

Nino Ruffini  
Margaret Stohl

**additional dialogue/text**

Margaret Stohl

**additional story**

Carlos Coto

**additional design**

Laird M. Malamed

William Westwater  
Rick Baumgartner

**MADE engine architecture**

Henry Yu

**dos version**

**associate producer**

George Collins

**developed by**

**Quicksilver Software, Inc.**

Lead Programmer      Michael Donovan Mandap  
Project Management    William C. Fisher

**quality assurance**

**testers**

Robert Berger  
Judith Chlipala  
John Cibulski  
Christopher Crowder  
Jason Wong

**art**

**REZ.N8 Productions**

(Conceptual Design and Temple World)

Creative Director	Paul Sidlo
Art Director	Mauro Borrelli
Producer	Cathy Perow
Associate Producer	Jim Steinhaus
Project Coordinator	Evany Thomas
Senior Animator	Dave Necker
Senior Animator	Dave Thompson
Animator	John Woo
Animator	Marty Murphy
Animator	Stevan Del George
Animator	Jeremy Applebaum
Painter	Frank Morris
3D Modeler	Will Rivera
3D Modeler	Nicholas Hoppe

**Mondo Media**

(Castle, Conservatory, Asylum)

Art Director	Cody Chancellor
Producer	Tova Adelman
3D Artist	Eric Chadwick
3D Artist	Marco Bertoldo
2D Artist	Jeff Fohl
3D Artist	Todd Gantzler
3D Artist	Mark Giambruno
2D Artist	Sebastian Hyde
3D Artist	Laura Hainke
2D Artist	Peter Herrmann
3D Artist	Dave Horowitz
3D Artist	Katie O'Shea
3D Artist	Andy Murdock
3D Artist	Goose Ramirez
3D Artist	Mat Smiley

**Pyros Pictures**  
(Monastery)

Lead Artist	Gregory Pyros
Producer	Susan Pyros
Art Director	William T. Mings
Computer Artist	Don Borchardt
	Michael Edland
	Alan Iglesias
	Kyle McKisic
	Jeremy Swanson

**additional artists**

Lead Animator	Scott Goffman
3D Artist	Eni Oken
Photoshop	Angelina Tolentino
Photoshop	Warren Heaton
Photoshop/2D Artist	Jerry Pao
Photoshop/Compression	Ben Nauman
	Huisok Pyon
Wireframe Models	3 Name 3D

**sound design and mix**

**Soundeluxe Media Labs**

Sound Design Producer	Scott Martin Gershin
Additional Sound Supervision	Alan Rankin
	Bryan Bowen
Sound Designers	Scott Martin Gershin
	Alan Rankin
	Bryan Bowen
	Michael Reagan

	Nancy MacLeod
	Gregory Hainer
	Joe Milner
	Jon Title
Mix, 3-D Audio & Voice Proc.	Scott Martin Gershin
	Michael Keller
Additional Music Sequences	Michael Reagan
Foley	John Cucci
	Dan O'Connell
Audio Mastering & Conversion	Kimaree Long
Dialogue Editing	Mark LaPointe
Sound Assistants	Peter Zinda
	Kevin Fowler

Mix and Voice-Overs recorded at  
Soundelux Media Labs  
Signet Sound

### **music**

Violin Prerecord Director	David Dvorin
Orchestrator (Pre-records)	Peter Kent
Mixer (Pre-records)	Avi Kipper
Violin Soloist (Pre-records)	Peter Harris

### **video live action shoot**

Producer, Live Action Sequences    Jerald Felix

Produced in association with Interactive Alliance Corporation

Full Motion Video Co-Producer	Mackenzie Waggaman
Full Motion Video Line Producer	David Speaker

Live Action Editor/Post Sup.	David Ginsberg
DPMax Operator	Chris Love
Costume Designer	Nina Canter
Intern	Michael Princigalli
Photographer	Marcia Reed
Storyboard Artist	Pakin Liptawat
Extras Casting	Bill Dance
First Assistant Director	Steve Strachan
Second Assistant Director	Charlotte Inman
Script Supervisor	Ethlie Ann Vare
Sound Mixer	Rick Waddell
Boom Operator	Adam Blantz
Video Tech	Chris White
Ultimatte Operator	Tom Zahir
Stunt Coordinator	Dan Speaker
On Set Wardrobe	Nanette Acosta
Make-up Designer	Ron Wild

Make-up/Hair	Tonyia Verna
Hair	Aturo Rojas
Art Director	Jerry Sullivan
Leadman	Byron Maes
Art Assistant	Mark Sanger
	Chris Leister
Construction Coordinator	Greg Gayheart
Accountant	Elizabeth Trujillo
Key Grip	Kurt Wolff
Best Boy Grip	Bill Petty
Gaffer	Mark Whitney
Best Boy Electric	Brian Roach
Driver/Swing	David Grieb
Swing	Chris Bothwell
Teleprompter	Damon D'Amato
3D Studio Intern	Michael Princigalli
Craft Service	Sherry Leopold
P.A.	Darrin Jaques
	Carole Meyers
	Mike Jaques
	Chip Touhey
	Mark Breeze
	Phil Aslaksen

### **supporting cast**

Soldier #1	Dan Speaker
Soldier #2	T.J. Rotolo
Zoe Wolfe	Lisa Engelman
Female Patient #1	Kim McGuire
Female Patient #2	Karen Kondazian
Mad Monk	Sean Moran
Usher	Vivian Straus
Retired Soldier	Ray Boyle
Insane Patient	Wendy Robie
Severed Head	Harris Laskawy
Young Alexandria	Danielle Wiener

### **voice-over**

Rockoby Venus	Marie Weiss
Nemesis	Bruce Nozick
Record Voice	Jacob Witkin
Alarm Voice	Josie Roth
David Lodge	Museum Voice

### **video compression technology**

TruMotion by Duck Corporation

### **3-D sound technology**

Q Sound

## licensed artwork

Bridgeman/ Art Resource, New York  
Morgan, Evelyn de. Night and Sleep. De Morgan Foundation,  
London, Great Britain

Victoria & Albert Museum, London/ Art Resource, New York  
Rossetti, Dante Gabriel. The Daydream. 1880. Victoria & Albert Museum,  
London, Great Britain

Bridgeman/Art Resource, New York  
Burne-Jones, Sir Edward, The Briar Rose Series: The Sleeping Beauty.  
Coll. Faringdon, Buscot, Oxfordshire, Great Britain

Erich Lessing/ Art Resource, New York  
Moreau, Gustave, The Unicorn. Musee Gustave Moreau, Paris,  
France

Erich Lessing/Art Resource, New York  
Burne-Jones, Sir Edward. The Wheel of Fortune, 1875-83. Musee  
d'Orsay, Paris, France

Giraudon/Art Resource, New York  
Moreau, Gustave. Salome Dancing (19th C) Musee Gustave Moreau,  
Paris, France

Bridgeman/Art Resource, New York  
Burne-Jones, Sir Edward. The Briar Rose Series: The Prince Enters  
the Briar Wood. Coll. Faringdon, Buscot, Oxfordshire, Great Britain

Erich Lessing/Art Resource, New York  
Rubens, Peter Paul. The Fall of the Damned. Alte Pinakothek,  
Munich, Germany

Tate Gallery, London/ Art Resource, New York  
Martin, John. The Great Day of His Wrath, 1852. Tate Gallery,  
London, Great Britain

Erich Lessing/ Art Resource, New York  
Cranach, Lucas the Younger. The Staghunt of Elector Johann  
Freidrich. Kunsthistorisches Museum, Vienna, Austria

Scala/Art Resource, New York  
Michelangelo Buonarroti. Thinking skull, detail from the Last  
Judgment. Sistine Chapel, Vatican Palace, Vatican State

Erich Lessing/Art Resource, New York  
Velazquez, Diego Rodriguez. Venus and Cupid (the "Rockeby Venus") .  
National Gallery, London Great Britain.

Giraudon/Art Resource, New York  
Cranach, Lucas the Elder. Hunt in honor of Charles V at the Chateau  
de Torgau, 1544. Museo del Prado, Madrid, Spain

Scala/Art Resource, New York  
Botticelli, Sandro. Birth of Venus, det: Zephr and Flora. Uffizi,



Florence, Italy

Scala/Art Resource, New York

Bosch, Hieronymous. The infernal constructions, right panel of the Haywain Triptych. Museo del Prado, Madrid, Spain

Domenico di Michelino; David Lees/Corbis  
Dante Heaven and Hell

Artist Unknown; David Lees/Corbis  
Detail of an Italian Painting

Artist Unknown; David Lees/Corbis  
Medieval Town Scene

Pieter Schoubroeck; Archivo Iconografico, S.A./Corbis  
The Burning of Troy

Marinus van Reymerswaele; Archivo Iconographico, S.A./Corbis  
Saint Jerome

Joseph Mallord William Turner; Philadelphia Museum of Art/Corbis  
The Burning of the House of Lords and Commons

David Teniers the Younger; The Philadelphia Museum of Art/Corbis  
The Alchemist

Hulton Deutsch Collection/Corbis  
Howitzer Fires at Night

### **special thanks**

Howard Marks  
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**Zork Nemesis Technical Help was written and prepared by members of Activision Studio's Customer Support, Quality Assurance and Production Departments.**

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# Activision Customer Support

If you have any comments, questions or suggestions about *Zork Nemesis* or any other Activision product, please feel free to contact us. Before contacting Customer Support, please consult the Zork Nemesis Help file. It contains the answers to some of our most frequently asked questions and may quickly provide a solution to your problem. If, after reviewing the Zork Nemesis Help file, you are still experiencing problems, please feel free to contact us through any of the services listed. So that we can better help you, please be at your computer and have the following information ready:

1. Complete product title
2. Exact error message reported (if any) and a brief description of the problem
3. Your computer's processor type and speed (e.g., 486-66, Pentium 90...)
4. Video and sound card makes and models (e.g., Diamond Stealth 64 video, Sound Blaster 16 sound...)

## **Customer Support Bulletins**

**North America**

**UK and Europe**

**Australia and Pacific Rim**

**Vendor List**

## Customer Support Bulletins

This supplemental documentation is designed as a troubleshooting guide in the event you experience technical problems while running the program. We will attempt to explain in detail the various tips, tricks and troubleshooting techniques we have learned through the course of our comprehensive testing process. *Zork Nemesis* uses state-of-the-art video compression and is subject to very specific needs in order to run on the average PC.

The information contained in this document is the latest information available to Activision at the release of *Zork Nemesis*. In an effort to keep you informed of any further developments with our games, Activision has created Customer Support Bulletins (CSB). The CSB for *Zork Nemesis* will take the form of an updated version of this Help file. CSBs contain updates on the latest technical information that may affect our programs. Look for these files on our support areas on various online services.

We believe you will have a trouble-free and enjoyable experience playing *Zork Nemesis*, and we have tried to cover any issues you may encounter. However, you may experience difficulties with the program that are not covered, which is why we have assigned a team of testers to continually update this document. Any issues that we become aware of after the program is released will be covered in newer updates each week. You can download the latest version via the online methods listed under Customer Support. We feel that the easiest way to get the maximum amount of information to our users is via this file.

## Customer Support: Australia and Pacific Rim

ACTIVISION AUSTRALIA AND PACIFIC RIM  
P.O. Box 873  
Epping, NSW 2121  
Australia

Phone: 1-800-677-527

### Online Services

#### Services with Activision Forums, E-mail and File Library Support:

(available in English only)

Microsoft Network: From any MSN window, pull down the **Edit** menu and select **Go To** and then **Other Location**. At the prompt, type **ACTIVISION** and click **OK**.

CompuServe: 76004,2122 or [GO GAMB PUB]

Activision BBS: 310-479-1335 Up to 28,800 baud; Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

Internet: support@activision.com

World Wide Web: <http://www.activision.com>

For information on how to use our listserver, please send e-mail to **CSbulletins@listserv.activision.com** with the word "**help**" in the Subject line. If you're already familiar with listservers, send e-mail to the same address with the word "**index**" in the Subject line of your message for a list of files available from this service.

# Customer Support: North America

## Online Services:

### Services with Activision Forums, E-Mail and File Library Support:

Microsoft Network: From any MSN window, pull down the **Edit** menu and select **Go To** and then **Other Location**. At the prompt, type **ACTIVISION** and click **OK**.

America Online: MEDIAJAKE or use keyword Activision to locate the Activision forum

CompuServe: 76004,2122 or [GO GAMB PUB]

GEnie: ACTIVISION (E-mail support only)

Prodigy: ACTI10B (E-mail support only)

Activision BBS: 310-479-1335 Up to 28,800 baud; Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

Internet E-mail: support@activision.com

World Wide Web: <http://www.activision.com>

For information on how to use our listserver, please send e-mail to **CSbulletins@listserv.activision.com** with the word "**help**" in the Subject line. If you're already familiar with listservers, send e-mail to the same address with the word "**index**" in the Subject line of your message for a list of files available from this service.

## Fax:

310-479-7355, 24 hours a day

## Mail:

Activision Studios  
c/o Customer Support  
P.O. Box 67713  
Los Angeles, CA 90067

## Phone:

Call our 24-hour voice-mail system for answers to our most frequently asked questions at 310-479-5644. Contact a Customer Support representative at the same number between the hours of 9:00am and 5:00pm (Pacific Time) Monday through Friday, except holidays.



## Customer Support: UK and Europe

Activision  
Long Island House, 3A  
1/4 Warple Way  
London, W3 ORQ  
United Kingdom.

Technical Support: 0990-143-525  
General Inquiries: 0181-742-9400

You can contact UK Customer Support between the hours of 1:00pm and 5:00pm (UK Time) Monday through Friday (except holidays).

### Online Services:

#### Services with Activision Forums, E-Mail and File Library Support:

Microsoft Network: From any MSN window, pull down the **Edit** menu and select **Go To** and then **Other Location**. At the prompt, type **ACTIVISION** and click **OK**.

CompuServe: 76004,2122 or [GO GAMB PUB]  
Activision BBS: 310 479-1335 Up to 28,800 baud; Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

Internet E-mail: support@activision.com  
World Wide Web: <http://www.activision.com>

For information on how to use our listserver, please send e-mail to **CSbulletins@listserv.activision.com** with the word "**help**" in the Subject line. If you're already familiar with listservers, send e-mail to the same address with the word "**index**" in the Subject line of your message for a list of files available from this service.

# Dell Computers

## Contact Information:

### Online Services:

World Wide Web: <http://www.us.dell.com>  
Anonymous FTP: <ftp://ftp.us.dell.com/dellbbs>  
CompuServe: GO DELL  
America Online: keyword DELL  
Dell Online Support Mailbox: email to [support@dell.com](mailto:support@dell.com)  
Prodigy: In manufacturers' corner  
Electronic Information Service: email to [info@dell.com](mailto:info@dell.com)

### Phone Contacts in the U.S.:

Technical Support 800-624-9896  
TechFax: 800-950-1329  
AutoTech: 800-624-9896  
Dell TechConnect BBS: 512-728-8528

### Technical Support Phone Contacts Outside the U.S.:

Australia 2-930-3355  
Austria 2243-34100-0  
Belgium/Luxembourg 2-466-91-99  
Canada 416-758-2100  
Czechoslovakia 2-879250  
Finland 0-692-3122  
France 1-30-60-6900  
Germany 61-03-971-0  
Ireland 61-304091  
Japan 3-5420-5353  
Mexico 5-228-7800  
Netherlands 20-6812666  
Norway 67-125711  
Poland 644-2525  
Singapore 32-08370  
Spain 1-32-91080  
Sweden 8-590-05-100  
Switzerland 22-979-0101  
United Kingdom 344-860-456

For other countries, please contact your local retailer.

# Diamond Multimedia Systems Inc.

## Contact Information:

## Known Issues:

### Stealth 64 DRAM

This card is based on the S3 Vision 864 chipset, and known to be incompatible with DirectX. Drivers are expected to be available in April of 1996. Please contact Diamond Multimedia for further details. The VRAM version of these cards have DirectX-compatible drivers available now from Diamond.

### Stealth 64 VRAM, Viper Family Video Cards

The movies in *Zork Nemesis* will not play unless you have updated your video drivers to the latest Diamond Windows 95 drivers. Through special arrangement with Diamond Multimedia, those drivers have been included on Zork Nemesis **Disk II** in the \DRIVERS\WIN95\DIAMOND directory.

1. In the Windows 95 Add New Hardware Wizard, click on **No** when it asks you if you want to auto-detect new hardware, then select **Display Adapters**.
2. Click on **Have Disk** and then browse **Disk II** until you see the \DRIVERS\WIN95\DIAMOND directory. Select the subdirectory for your video card listed there. Select your video card and click **OK**.

[Click here](#) to run the Windows 95 Add New Hardware Wizard.

**NOTE:** The drivers supplied by Diamond on this CD are current as of February 1996. Should you find that you need to upgrade the video drivers for a Diamond card, and a significant period of time has passed between February 1996 and the date you need to make this change, please contact Diamond's World Wide Web site to see if even more current drivers than those on this CD are available.

### Diamond 3000 and 2001 Stealth 64 Video Cards

The current version of the Diamond 3000 series and 2001 Stealth 64 Video Cards use an S3 chipset, which is DirectX compatible. Diamond has released the FINAL VERSION of its Windows 95 native-Drivers & InTools for these cards. They are available on the World Wide Web and are shipping with these cards now. These Drivers are DirectX-compliant and accelerated for the particular card.

As the certification process by Microsoft is still in progress, these drivers will not, however, come up as DirectX Compatible during Zork Nemesis installation — Diamond includes a note that, once installed, the user should opt NOT to let them be overwritten by any generic drivers (i.e., Zork Nemesis users should NOT install DirectDraw Drivers if they have these new Diamond ones). These 3000 Series Cards were formerly sold as Diamond Stealth 64 Video VRAM.

### Diamond 3D Edge 3000

The Diamond EDGE 3D Graphics Card, (2000 and 3000) a bestselling 3-D accelerator card from Diamond, uses a new NVIDIA chipset. This chipset as of now IS NOT COMPATIBLE WITH DIRECTDRAW. This is mainly because Microsoft has not developed a driver for it. At this time, Diamond is working on release 2.0 of these drivers for Windows 95, which WILL BE DirectDraw-compatible. They are currently expected by the end of March, 1996.

Until Diamond releases those driver, that means users with these cards cannot run *any* DirectDraw games or applications (DOS performance is probably not affected though!), including *Zork Nemesis* (as well as *MechWarrior 2*, EA's *Shockwave* and others). Contact Diamond for further information.

### **DOS VESA Support**

For Stealth 64 VRAM, Stealth 64 DRAM, Video VRAM and Speedstar Alpine, S64DIAG.EXE will run a series of diagnostics. S64DBIOS.COM will enable the VESA BIOS on the VLB versions of these cards *only*. You may need to include the command X=A000-C7FF on the EMM386 line of your CONFIG.SYS file. In addition, do not use Stealth mode in QEMM, or else add XST=C000 to the QEMM386.EXE line of your CONFIG.SYS file.

### **Contact Information:**

#### **Online Services:**

Email: diamondts@aol.com  
Email: 75300.3673@compuserve.com  
Online Services are available 24 hours/7 days.

#### **Phone Contacts In the U.S.:**

Telephone: 408-325-7100  
Fax: 408-325-7171  
BBS: 408-325-7080 (2400-14400 baud)  
BBS: 408-325-7175 (9600-28800 baud)  
Voice Support is available from 5:00am to 7:00pm M-F (Pacific Time), 8:00am to 4:00pm Saturday (Pacific Time), and closed Sunday.

#### **Available Contacts Outside the U.S.:**

##### **France**

Telephone: 1-34-154240  
Fax: 1-34-154672  
BBS: 89-5960093 (14400-28800 baud)  
French Tech Support: 1753-501430

Voice Support is available from 8:30am to 6:30pm M-F GMT, and closed Saturday and Sunday. All other services are available 24 hours/7 days.

##### **Germany**

Telephone: 89-546540  
Fax: 89-5805133  
BBS: 89-5460093 (14400-28800 baud)  
German Tech Support: 1753-501420

Voice Support is available from 8:30am to 6:30pm M-F GMT, and closed Saturday, and Sunday. All other services are available 24 hours/7 days.

**United Kingdom**

Telephone: 1753-501400  
Fax: 1753-501411  
BBS: 1753-501415 (14400-28800 baud)  
UK Tech Support: 1753-501410

Voice Support is available from 8:30am to 6:30pm M-F GMT, and closed Saturday, and Sunday. All other services are available 24 hours/7 days.

**Japan**

Telephone: 3-5695-8405  
Fax: 3-5695-8403  
NIFTY-Serve: KYB02015

Voice Support is available from 10:00am to 12:00pm, 1:00pm to 4:00pm M-F GMT+9, and closed Saturday, and Sunday. All other services are available 24 hours/7 days

For other countries, please contact your local retailer.

# DirectX

Upon completion of the Zork Nemesis setup, the install process will continue by determining if Microsoft DirectX needs to be installed on your computer. If so, the Microsoft DirectX setup program will install the appropriate files on your computer.

## **What is DirectX and why do I need it?**

Microsoft's DirectX is a set of functions that gives Windows 95 games and other applications their power. Using these functions allows applications to perform advanced functions in networking, graphics, sound and input beyond what's possible on other operating systems; it accounts for much of the performance gain associated with Windows 95 games. *Zork Nemesis* uses DirectDraw, one of the DirectX functions.

## **I have heard DirectX is not compatible with some video cards. What can you tell me about that?**

Windows 95 and DirectX are relatively new in the computer world and have not achieved compatibility with some older video cards. Many manufacturers are releasing updated drivers for Windows 95 to meet the DirectX standard. If you are not sure about your video card's compatibility, please see the [Check Your Display Type Settings](#) section of this file for more information, or consult the [Vendor List](#) for the company that makes your video card.

## **If I don't have DirectX will Zork Nemesis for Windows 95 install it for me?**

Yes. If the Microsoft DirectX Installer does not detect DirectX on your computer, it will install DirectX for you. Also make sure your system is in [High Color \(16-bit\)](#) mode before installing the game. After installation is complete, you will need to restart your computer in order for DirectX to take effect.

## **I already have other Windows 95 games installed on my computer. Will the Microsoft DirectX Installer change my DirectX files?**

If you have other Windows 95 games on your computer, chances are you already have the release version of DirectX installed on your computer. In this case, the Microsoft Installer will detect that you have DirectX installed and will not install over what you have, and the game installation process will be complete. You will not need to restart your computer.

## **I have a beta version of DirectX but Microsoft's DirectX setup program won't install the released version. How can I install the released version?**

With **Disc I** in your CD-ROM drive, you can force the Microsoft DirectX drivers to be installed by right-clicking on the **Zork Nemesis CD** icon to get the **Context** menu. From that menu select **Install DirectX**.

## **In the future, what if new versions of DirectX come out and I install them on my computer? What will the Zork Nemesis Installer do in that case?**

In all likelihood, dependent upon how Microsoft writes future versions of DirectX, the Installer will not overwrite new versions of DirectX.

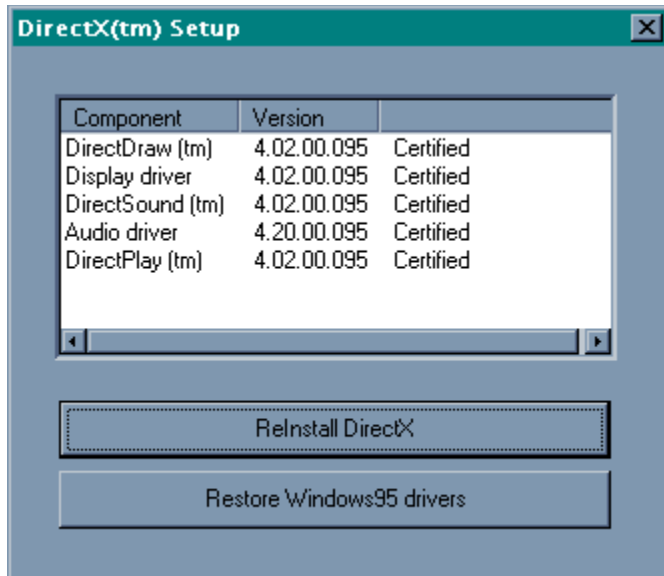
### **If the Installer copied over DirectX, will the Uninstaller remove DirectX? How will this affect my other Windows 95 games?**

No. DirectX will remain on your computer and you will be able to run other Windows 95 games that use the release version of Microsoft's DirectX. However, in some cases where video cards may not be compatible with DirectX, we have provided steps to manually remove DirectX and restore your system to its former condition. Microsoft does not provide an uninstall feature for DirectX, so this manual method is the only way we know to remove it from your system.

### **How to Recover from a Bad DirectX Installation:**

If after installing DirectX on your system, you find that your system is not compatible with DirectX, don't panic. We have included a brief walk-through to get you back to your old setup.

1. If your system will run, allow Windows 95 to load. If your system will not run, load Windows 95 in **Safe Mode** by restarting your system and pressing **F8** when you see the Starting Windows 95 message appear on-screen during boot up. Select **Safe Mode**.
2. Right click on the **My Computer** icon and select **Explore**. If you loaded Windows 95 in Safe Mode and can see the icon for your CD-ROM drive, continue. If you do not see the CD-ROM icon, then please stop here and go to the steps listed below in "No CD Icon in Safe Mode".
3. Insert Zork Nemesis Disk 1 into your CD-ROM drive and hold down the **Shift** key while closing the drive. This will prevent the Autoplay Title screen from loading.
4. Go to the DirectX directory on the CD (or the one you copied to the hard drive if you had to follow the No CD Icon in Safe Mode procedure). Double-click on the application **DXSETUP**. The following box will appear.



5. Click on **Restore Windows 95 drivers**. You will be asked to insert your Windows 95 CD or diskettes in order to restore your old drivers. You will receive a message asking you to restart your system. After Windows 95 reloads, everything *should* be returned to its original state before the DirectX drivers were installed.

### No CD Icon in Safe Mode

1. Take your Zork Nemesis **Disk I** to another Windows 95 system that is operable where you can copy some files.
2. Insert Zork Nemesis **Disk I** into the CD-ROM drive and hold down the **Shift** key while closing the drive. This will prevent the Autoplay Title screen from loading.
3. Right-click on the **My Computer** icon and select **Explore**. Go to the CD-ROM drive that contains Zork Nemesis **Disk I**.
4. Drag the DirectX folder to a blank 1.44 MB floppy disk. You will need three blank 1.44-MB diskettes to copy all of the necessary files. Take the floppy disks back to your computer and copy the directories contained on them to your hard drive.
5. Close the Explorer. Go to Step 4 in the "How to Recover from a Bad DirectX" installation section above and complete the process.



# EarthLink Network

## Contact Information:

### Online Services:

Internet E-mail: [support@earthlink.net](mailto:support@earthlink.net)

Automated Info via E-mail: [info@earthlink.net](mailto:info@earthlink.net)

### Phone Contacts in the U.S.:

Technical Support: 800-395-8410

### Available Phone Contacts Outside the U.S.:

None available. Please contact your local retailer.

## Electronically Registering Your Copy of *Zork Nemesis*

To make registering fast and easy, you can use our Electronic Registration system (U.S. and Canada only).

### There are two ways to access it for MS-DOS:

1. Select **REGISTER** during the installation process.
2. Run the ZNSETUP utility in the directory where you installed *Zork Nemesis*. Choose the **Register Zork Nemesis** option to run Electronic Registration.

### There are three ways to access it for Windows 95:

1. Select **Register Now** during the installation process.
2. Insert **Disc I** and from the *Zork Nemesis* title screen, click on **More**. Then, click on **Electronic Registration**.
3. Right-click on the **Zork Nemesis** icon while **Disc I** is in your CD-ROM drive and select **Electronic Registration** from the menu.

# Epson America

## Contact Information:

### Online Services:

World Wide Web: <http://www.epson.com>

### Phone Contacts in the U.S.:

Telephone: 800-922-8911  
310-782-0770

Fax: 310-782-5220

Fax-On-Demand: 310-782-4214

BBS 310-782-4531

### Available Phone Contacts Outside the U.S.:

None available. Please contact your local retailer.

## Game Freezes or Crashes

1. Make sure your system is at least a 486/66 MHz with a minimum of 8 MB of RAM. Trying to run the game on a lesser machine may result in hardware and performance difficulties. Also, people using slower machines should select a maximum installation of the game to enhance performance.
2. Make sure you have at least 10 MB of free disk space available for a Windows 95 virtual memory swapfile. Less than 10 MB of space may cause random crashes.
3. Make sure that you have turned off all other programs on your computer when playing the game. To free more memory for the game, try holding down the **Shift** key when you are starting Windows 95. This will prevent any programs that may be in your **Start** menu from loading, and may allow you the memory needed to run *Zork Nemesis*. When you are done playing the game, simply restart Windows 95 and your system will return to normal.
4. Do not leave the game sitting idle for extended periods of time as this may cause your system to lock up. If you are not playing the game, please save your game, quit the program and restore it later when you want to play again.
5. It is recommended that you restart your system after experiencing a crash. This helps to ensure that you will not experience any residual effects related to the crash.
6. Some systems employ Advanced Power Management features that shut off the display and/or parts of the system when they have been idle for a period of time. These features may conflict with *Zork Nemesis*, and in fact, may cause system crashes. We *highly* recommend that you turn these features off when playing *Zork Nemesis* and not leave the game sitting idle for any length of time.

## Game Graphics Are Faded or Strange in Appearance

1. Make sure your video card is 100% Windows 95-compatible. Using a non-Windows 95-compatible video card and drivers may result in display problems.
2. Make sure that you have closed all other programs on your computer when playing the game.
3. Make sure that your video driver supports High Color (16-bit) in your Color Settings. *Zork Nemesis for Windows 95* is played in High Color (16-bit) mode.

If you purchased your video card before the release of Windows 95, you may obtain updated drivers from a variety of places. Most hardware retailers have access to the most recent drivers. Additionally, most video card manufacturers maintain a BBS containing the latest drivers for free downloading. Drivers are also available on CompuServe, America Online, The Microsoft Network and other popular online networks. A list of video card manufacturers and their Technical Support and BBS numbers is available in this document. Please make every effort to install the latest video drivers before calling Activision Customer Support.

# Gateway 2000

## Contact Information:

### Online Services:

America Online:	Keyword: Gateway OR Moo
CompuServe:	GO GATEWAY
Delphi:	GATEWAY2000@Delphi.COM
EMail:	
Technical Support:	tech@gw2kbbs.com
Customer Service:	custserv@gw2kbbs.com
Mailing List Subscriptions:	gateway2000-request@sei.cmu.edu
Mailing List Postings:	gateway2000@sei.cmu.edu
Fidonet:	1:288/17.0: 800-846-1786
GEnie:	Keyword: GATEWAY2000
Prodigy:	JUMP: Computer Support
Usenet Newsgroup:	alt.sys.pc-clone.gateway2000
World Wide Web:	<a href="http://www.gw2k.com">http://www.gw2k.com</a>

### Phone Contacts in the U.S.:

Main Number:	800-846-2000
Fax:	605-232-2023
Technical Support:	800-846-2301
Technical Support Fax:	605-232-2182
Notebook/Laptop Support:	800-846-2302
Notebook/Laptop Fax:	800-846-4526
Sales and Customer Service:	800-846-2042
TDD — Hearing Impaired:	800-846-1776
BBS — drivers only:	800-846-7562
BBS — complete access:	605-232-2224

### Available Contacts Outside the U.S.:

#### Ireland

Customer Service	800-45-2000
Technical Support	800-46-2000
Fax:	848-2022
BBS:	867-0433

#### UK

Customer Service	0800-80-2000
Technical Support	0800-80-2000
Fax:	848-2022
BBS:	867-0433

For other countries, please consult your local retailer.

# Genoa Systems

## Contact Information:

### Online Services:

Internet E-mail: [support@gentech.com](mailto:support@gentech.com)  
World Wide Web: <http://www.gentech.com>

### Phone Contacts in the U.S.:

Technical Support: 408-362-2990  
Technical Support: 805-531-9030  
Fax: 805-531-9045  
BBS: 408-943-1231

### Available Contacts Outside the U.S.:

Genoa Systems  
Schimmelbuschstraße 9  
D-40699 ERKRATH, GERMANY

Telephone: 02104-39877  
Fax: 02104-39770  
BBS: 02104-35370

For other countries, please contact your local retailer.

# Getting Started

## **Minimum System Requirements**

[System Requirements \(Windows 95/ DOS\)](#)

## **About the Game**

[Windows 95 version](#)

[MS-DOS version](#)

## **Installation**

[Installing \*Zork Nemesis\* for Windows 95](#)

[Installing \*Zork Nemesis\* for MS-DOS](#)

[Electronically Registering Your Copy of \*Zork Nemesis\* \(Windows 95/DOS\)](#)

## **Before Running the Game**

[Windows 95 Version](#)

[DOS Version](#)

## **Playing the Game**

[Windows 95 Version](#)

[MS-DOS Version](#)

[Title Screen Button Functions \(Windows 95\)](#)

[Rollover Bar \(Windows 95\)](#)

[Using the Mouse in \*Zork Nemesis\* \(Windows 95/DOS\)](#)

[Using Inventory \(Windows 95/ DOS\)](#)

[Saving and Restoring a Game \(Windows 95/DOS\)](#)



# Hercules Computer Technology Inc.

## Known Problems:

### **Stingray Pro and 64, Terminator 32/64 and Professional, and Graphite Terminator Video Cards**

The movies in *Zork Nemesis* will not play unless you have updated your video drivers to the latest Hercules Windows 95 drivers. Through special arrangement with Hercules Computer Technology, Inc., those drivers have been included on Zork Nemesis **Disk II** in the \DRIVERS\WIN95\HERCULES directory.

1. In the Windows 95 Add New Hardware Wizard, click on **No** when it asks you if you want to auto-detect new hardware, then select **Display Adapters**.
2. Click on **Have Disk** and then browse **Disk II** until you see the \DRIVERS\WIN95\HERCULES directory. Select your video card and click **OK**.

[Click here](#) to run the Windows 95 Add New Hardware Wizard.

**NOTE:** The drivers supplied by Hercules on this CD are current as of February 1996. Should you find that you need to upgrade the video drivers for a Hercules card, and a significant period of time has passed between February 1996 and the date you need to make this change, please contact Hercules World Wide Web site to see if even more current drivers than those on this CD are available.

### **Dynamite Video Card using MS-DOS**

When using EMM386.EXE or QEMM386.EXE in DOS, adding one of the three following exclusions to the EMM386.EXE or QEMM386.EXE line in CONFIG.SYS should solve any display problems. X=A000-A7FF or X=B800-BDFF or X=BFF0-C7FF.

Users of Qualitas 386MAX should try the parameters RAM=A000-B000 or RAM=B800-C800.

## Contact Information:

### **Online Services:**

E-mail:	support@hercules.com
World Wide Web:	http://www.hercules.com/
CompuServe:	GO HERCULES (Address email to 71333,2532)
Anonymous FTP:	ftp.hercules.com

### **Phone Contacts in the U.S.:**

Technical Support:	800-323-0601 (M-F, 6:00am to 6:00pm Pacific Time)
	510-623-6050 (M-F, 6:00am to 6:00pm Pacific Time)
Technical Support Fax:	510-490-6745
Toll-free faxback service:	800-711-4372
Technical Support	510-623-6050
BBS:	510-623-7449 (V.32 bis)
	510-623-7034 (9600 baud)

510-623-7142 (2400 baud)

**Available Contacts Outside the U.S.:**

**Japan**

Telephone: 08142-49105

Fax: 08142-49799

**Germany**

Technical Support: 089 8989 0573 (Monday-Friday, 10:00 AM-4.00 PM)

Technical Support Fax: 089 8989 0584

BBS: 089 8989 0576

For other countries, please contact your local retailer.

# Hitachi

## Contact Information:

### Online Services:

World Wide Web: <http://www.hitachi.co.jp>

### Phone Contacts in the U.S.:

Technical Support: 800-241-6558

### Available Contacts Outside the U.S.:

Technical Support:

France 1-48-21-6015

Spain 3-33-08652

For other countries, please contact your local retailer.

## How to Add the Online Component

**Experience Zork Nemesis on the Internet! Adding Zork Online will give you the quickest coolest way to access online Zork worlds and information.**

### Requirements

There are a couple of easy steps you must first complete in order to have seamless access to these features:

1. You must have an 100% Windows 95-compatible 14,400 bps or faster connection through an Internet Service Provider (ISP).
2. You must have a 100% Windows 95-compatible 32-bit Web browser (e.g., Netscape Navigator and Microsoft Internet Explorer).

SPECIAL OFFER FOR NORTH AMERICAN CUSTOMERS: You can take advantage of our special Zork [EarthLink Network TotalAccess package](#) and receive 15 days of unlimited access to the World Wide Web (ISP and Netscape Navigator Web browser provided).

3. Connect to the World Wide Web and download our online setup program. After completing the setup, you can enjoy the web anytime, by clicking the *Zork Online* button in the More section on the Zork Nemesis Title Screen.

### How do I go online with Zork Nemesis?

1. Highlight the following URL and use the key command **Ctrl+C** to copy it to the Windows 95 clipboard.

**<http://zork.activision.com/download.html>**

2. Connect to your internet service provider (ISP) and launch your web browser. Click **OPEN** from your menu bar.
3. Use the key command **Ctrl+V** to paste the Activision URL you copied above into your **Open Location** box.
4. Press **Enter** and you will be taken to the Zork Nemesis page on the World Wide Web. Follow the online instructions to download the setup program. Should you have any problems with the online portion of *Zork Nemesis*, please consult the "[Troubleshooting](#)" section for more information.

### I already have an Internet account. Can I use that ?

Yes, follow the steps below to connect to the Zork Nemesis website.

1. Highlight the following URL and use the key command **Ctrl+C** to copy it to the Windows 95 clipboard.

**<http://zork.activision.com/download.html>**

2. Launch your web browser and click **OPEN** from your menu bar.
3. Use the key command **Ctrl+V** to paste the Activision URL you copied above to your **Open Location** box.
4. Press **Enter** and you will be taken to the Zork Nemesis page on the World Wide Web. Follow the online instructions to download the setup program.

Refer to your modem and Windows 95 documentation for assistance in setting up your modem. Windows 95 normally sets your modem to communicate at its fastest speed. Should you have any problems with the online portion of *Zork Nemesis*, please consult the "Troubleshooting" section for more information.

## I've installed the game, set up DirectX, but the game screen is blank.

This is a characteristic symptom of having the incorrect video driver loaded. To correct this:

1. Go to the **Start** menu on your taskbar and select **Settings\Control Panels**.
2. Double-click on the **Display** icon, select the **Settings** tab.
3. Click on the **Change Display Type** button.
4. From the Change Display Type dialog box, confirm that the adapter type matches the card you have installed in your computer. If it is incorrect, click on the **Change** button.
5. In the Select Device dialog box, choose the correct video adapter. Click **OK**.
6. In certain cases, you will need to insert your original Windows 95 CD in order to load the appropriate driver.
7. After Windows 95 corrects your monitor settings, it will ask you to restart your computer. Click **Yes** and allow the computer to restart.
8. Upon completion of this process, Uninstall *Zork Nemesis* and then reinstall it.

## IBM (International Business Machines)

**Known Problems:** IBM Aptiva A12 Users- Before you install *Zork Nemesis*, you need to configure your sound card to emulate a Sound Blaster Pro with QSound. Go to the \MWD\MANAGER directory on your hard drive and type the following:

```
MWGAMES ON PROQ
```

To run this command automatically, you can add this command to your AUTOEXEC.BAT file.

If you do not hear any sound, or the volume is very low, you should run the MWVOLUME command and follow the on-screen instructions to change your volume. Press **Ctrl+Alt+M** to change master volume. Then, press **Ctrl+Alt+U** several times to turn up the volume. Then press **Ctrl+Alt+W** to change the digital sound volume. Press **Ctrl+Alt+U** several times to turn up the volume. Then press **Ctrl+Alt+F** to change MIDI volume. Press **Ctrl+Alt+F** several times to up the volume.

### Contact Information:

#### Online Services:

World Wide Web: <http://vm.cfsan.fda.gov/ibmlist.html>

#### Phone Contacts in the U.S.:

Technical Support: 404-238-1234  
Technical Support Multimedia: 908-329-7131  
Technical Support PS/1 PRO: 800-765-4747  
Technical Support Valuepoint: 800-772-2227  
213-621-5576  
BBS: 919-517-0001

#### Available Phone Contacts Outside the U.S.:

None available. Please contact your local retailer.

## **IBM OS/2 (All Varieties)**

Activision Studios does not currently test under or support IBM OS/2.



**ISP:** Internet Service Provider

## **While I'm playing *Zork Nemesis*, the image is very choppy and slow.**

1. Close all other programs while playing.
2. Set your Display to High Color (16-bit) in your Windows 95 Control Panels.
3. Set Graphics Acceleration to maximum in your System Control Panel.
  - a. Go to the **Start** menu on your taskbar and select **Settings\Control Panels**.
  - b. Double-click on the **System** icon.
  - c. Click on the **Performance** tab.
  - d. Double-click on the **Graphics** button.
  - e. In the Graphics dialog box, position the Hardware Acceleration slider to **Full**.

# Installing *Zork Nemesis* for MS-DOS

## Before Installing

Important information that you should know before you install and play *Zork Nemesis* for MS-DOS.

### Hard Disk

The game requires at least 22 MB of *uncompressed* free hard disk space. *Zork Nemesis* will not work properly using compressed hard disk space (such as Stacker and DoubleSpace). If you have the space, there are two other install options that require more hard disk space.

**NOTE:** The game will play faster and smoother with the larger installs. This will be especially noticeable during transitional aspects of *Zork Nemesis*. Also, the sound will play back more evenly in many cases. *Zork Nemesis* can access game art and sound much faster from your hard drive than from your CD, so the more files installed on your hard drive the quicker the game will play.

### Memory

In order to run *Zork Nemesis for MS-DOS* you need over 6.9 MB of extended memory. To help you free up more memory, we have included a Boot Disk-making utility which you will be prompted to use from the Installer.

### Other Operating Systems

*Zork Nemesis* requires MS-DOS 6.0 or later. Other operating systems (e.g., OS/2 Warp and Windows NT) are not supported. Although *Zork Nemesis* might work with them, we have not tested thoroughly with them. If you have a problem while playing *Zork Nemesis* under an unsupported operating system, it is best to contact the operating system developer to try and work out compatibility issues. Please check Activision's online forums on a regular basis for future updates on *Zork Nemesis* compatibility issues.

### VESA Video Drivers

*Zork Nemesis for MS-DOS* requires that your system have a standard VESA video driver. Please verify that you have one loaded before launching *Zork Nemesis for MS-DOS*.

## Installing Under MS-DOS

1. Insert **Disc I** into your CD-ROM drive (for these instructions, we will assume that your CD drive is drive D:).
2. At the DOS prompt, type **D:** and press **Enter**.

3. At the D:\> prompt, type **CD\DOS** and press **Enter**.
4. At the D:\DOS> prompt, type **INSTALL** and press **Enter**.
5. Follow the on-screen instructions carefully.
6. When installation is complete, you will be returned to the directory in which Zork Nemesis was installed. To begin your *Zork Nemesis* experience, type **ZORKDOS** and press **Enter**.

### Installing DOS Version Under Windows 95

1. Make sure the Zork Nemesis **Disc I** is in your CD-ROM drive.
2. If the Zork Nemesis title screen is displayed, click the **Exit** button.
3. Close all open windows on your screen. You can close a window by clicking on the **Close** button located in the top right-hand corner of the window. Also close programs listed on the taskbar. Do this by right-clicking on a program's button and selecting **Close**.
4. Double-click on the **My Computer** icon located on the desktop. (The name of this icon may have been changed by you or the person who installed Windows 95 on your system.) In the window that opens, right-click on the icon for your CD-ROM drive and select **Open**. Look for the **Install** icon in the **DOS** folder. (The icon is a picture of a window labeled "Install" underneath it.) Double-click on this icon to start the Zork Nemesis MS-DOS Installer and follow the on-screen instructions.

**NOTE:** A message will appear at the end of the install process that asks if you want to make a boot disk; answer **No**. The game's boot Disk-maker utility was designed for systems using MS-DOS as their operating system and will not work properly with Windows 95.

5. After installation is complete, if the DOS box is still on the screen, close it by clicking on the **Close** button located in the top right-hand corner of the DOS box window.
6. Double-click on the **My Computer** icon. In the window that opens, double-click on the icon for the hard disk drive where *Zork Nemesis* was installed. Look for the **Zork Nemesis folder** icon. (The icon is a picture of a folder labeled "ZNEMESIS" underneath it, if you installed to the default location) Double-click on this icon to open the folder; look for the **ZORKDOS** icon and double-click on it to start the game.

If the above process does not work for you, click on the **Start** button, choose **Shutdown** and restart the computer in MS-DOS mode. At the MS-DOS prompt, go to the directory where you installed Zork Nemesis (default is \ZNEMESIS), and from the Zork Nemesis directory type **ZORKDOS** and press **Enter** to start the game.

### Configuring Sound Devices

In order for *Zork Nemesis* to run properly, you must correctly select and set your sound devices for digital audio and MIDI music. Selecting an incorrect sound device or setting may cause *Zork Nemesis* to lock-up or play with poor sound and choppy video. If you are unfamiliar with your sound device and its settings, we recommend you refer to your sound

card manual or contact your local retailer.

### **Sound Card and Proper Settings Information**

Here are a couple of methods to determine what your sound card and the proper Port, IRQ and DMA settings are for your computer:

1. In Windows 95, from the **Start** menu, select **Settings\Control Panel**. Double-click on the **System** icon, then click the **Device Manager** tab. Now double-click **Sound, Video and Game Controllers** and highlight your sound card. Click on the **Properties** button, then the **Resources** tab to see the settings for your card.
2. In MS-DOS and Windows 3.1, View your CONFIG.SYS and AUTOEXEC.BAT files at the root directory of your hard drive. Look at the lines that load and set your sound card's parameters for clues as to what the I/O Port, IRQ and DMA settings should be. Also, for more clues, type **SET** and press **Enter** at the DOS prompt and look at the BLASTER=line

### **Electronic Registration (U.S. and Canada Only)**

After the game is installed, you will be presented with the option to register your copy of *Zork Nemesis* via our online registration system. If you have a modem connected to your computer, registering your purchase of *Zork Nemesis* is very easy, quick and toll-free. Please register only once. If you successfully use the online registration method, there is no need to mail-in the enclosed registration card.

### **Post-Installation Notes**

After installing *Zork Nemesis*, it is easy to change your sound device configurations, make a boot disk or, for U.S. and Canadian customers only, register *Zork Nemesis* electronically (if you bypassed this step while installing). Simply go to the *Zork Nemesis* directory on your hard drive, type **ZNSETUP** and press **Enter**. This will launch a program that will allow you to do all of these things.

# Installing *Zork Nemesis* for Windows 95

## Before Installing

Please make sure your computer system is 100% Windows 95-compatible; *Zork Nemesis for Windows 95* is not compatible with Windows 3.1.

To operate best, *Zork Nemesis* requires that your system have the latest Windows 95 32-bit drivers for your CD-ROM drive, sound card and video card. If you have any problems running the program, outdated drivers are the most likely cause.

If you need help obtaining the latest sound and video drivers, check out the [Vendor List](#). Press the **More** button on the *Zork Nemesis* title screen (which displays shortly after inserting **Disc I** into your CD-ROM drive), then click the **Help** button. We have supplied a list of major computer hardware companies and their telephone numbers. You can find them listed under [Customer Support](#), under [Vendor List](#).

## How to Install

1. Before installing, close all other applications. Also make sure Virtual Memory (located in your System Control Panel under Performance) is *not* disabled.
2. Insert *Zork Nemesis* **Disc I** into your CD-ROM drive and wait a few moments until the *Zork Nemesis* title screen appears. (If the title screen does not appear, please refer to the [AutoPlay](#) Troubleshooting section.)



3. There are three buttons on the title screen. Click the **Install** button to begin the installation process and follow the on-screen instructions.

**NOTE:** The game will play faster and smoother with the larger installs. This will be especially noticeable during transitional aspects of *Zork Nemesis*. Also, the sound will play back more evenly in many cases. *Zork Nemesis* can access game art and sound much faster from your hard drive than from your CD, so the more *Zork Nemesis* files installed on your hard drive, the quicker the game will play.

4. After *Zork Nemesis* installation is complete, your computer will install Microsoft's DirectX drivers if you do not already have them. After installation of DirectX is complete, you will need to restart your computer for the new drivers to take effect. For more information on DirectX, see the [DirectX](#) section of this file.
5. You can now run *Zork Nemesis for Windows 95* by choosing **Programs\Zork Nemesis\Zork Nemesis** from the **Start** menu or by clicking **Play** on the *Zork Nemesis* title screen.



## Installing a New Sound Card

If you install a new sound card into your system after you have installed *Zork Nemesis*, you may need to uninstall and reinstall the game in order to get it to properly recognize the new hardware. Reinstalling *Zork Nemesis* will not affect your saved games. If you choose to reinstall to a new directory, you may have to move your old saved game files to the new directory.



## **I just installed a new sound card. How come I'm not getting any sound?**

Be sure you are using a 100% Windows 95-compatible sound card capable of playing 16-bit digital audio. Sometimes Windows 95 fails to recognize your peripheral. If this happens, please consult your Windows 95 Help.

Some sound cards are advertised as 16-bit sound cards, while not really being capable of playing 16-bit sound. Many of these cards go into a 16-bit bus slot on your motherboard, yet only emulate Sound Blaster or Sound Blaster Pro 8-bit sound. Should you experience problems with your sound card, you may wish to review the documentation that came with it to verify that the card has 16-bit playback capability. If the card emulates Sound Blaster 16, you should be able to run the game, but if it only emulates Sound Blaster or Sound Blaster Pro, then you will most likely experience sound errors. Please read the sections below for details.

Some specific cards to be aware of are the combination sound/modem cards that come in many consumer model PCs. We have verified that most of these cards are not capable of playing back 16-bit digital audio. Please consult the manufacturer of your PC for more information.

## **I installed a new video card, and the game doesn't look right. What do I do?**

If you install a new video card into your system after you have installed *Zork Nemesis*, you may need to uninstall and reinstall the game in order to get it to properly recognize the new hardware. Reinstalling *Zork Nemesis* will not effect your saved game history. If you choose to reinstall to a new directory, you may have to move your current saved games to the new directory to use them.

## **Can I install *Zork Nemesis* to a hard drive that is compressed?**

We do not recommend installing this program to a compressed drive. If possible, please install to a non-compressed drive and run the program from there. If you do need to install to a compressed drive, the disk space requirements are 44 MB of free disk space rather than 22 MB (as listed in the [Minimum System Requirements](#)).

# Intel Corp.

## Contact Information:

### Online Services:

World Wide Web: <http://www.intel.com>

### Phone Contacts in the U.S.:

Technical Support: 800-538-3373

503-264-7000

BBS: 503-264-7999

503-645-6275

### Available Phone Contacts Outside the U.S.:

None available. Please contact your local retailer.

# Internet Service Provider/Web Browser Manufacturer List

EarthLink Network

Internet Service Provider

Netscape Communications Corporation

Web Browsers

## Zork Nemesis: The Forbidden Lands

Welcome to *Zork Nemesis*. We hope you enjoy playing it as much as we have enjoyed creating it.

Your Zork Nemesis CDs include both a [Windows 95](#) and an [MS-DOS](#) version of the game. Please check your [minimum system requirements](#) to determine which version will play better on your machine.

Before installing the game, you may want to refer to the [Getting Started](#) section for more information on the game and the various options available. Be sure to follow the instructions for either Windows 95 or MS-DOS depending on which version you are installing.

This supplemental documentation is designed as a [troubleshooting](#) guide. We will attempt to explain in detail the various tips, tricks and troubleshooting techniques we have learned through the course of our comprehensive testing process. *Zork Nemesis* uses state-of-the-art video compression and is subject to very specific needs in order to run on the average PC.

We have tried to cover any issues you may encounter with *Zork Nemesis*. However, you may experience difficulties with the program that are not covered. That is why we have assigned a team of testers to continually update this document. Any issues that we become aware of after the program is released will be covered in newer updates each week. You can download the latest version via the online methods listed under [Customer Support](#). We feel the easiest way to get the maximum amount of information to our users is via this file. We hope this will help to decrease the level of frustration many users feel when they encounter difficulties with a new program.

If you enjoy *Zork Nemesis* we would appreciate it if you would write to us — or write to your favorite games magazine and let them know. We appreciate both positive and constructive comments, since they help us to learn what you do and don't like!

One point we want to make before we proceed: you should read this Help file to understand the features and usage of *Zork Nemesis*. Many customers can save themselves both time and money by reading the information provided for possible solutions. We also recommend that users contact us via our online services for support rather than by telephone. Often, a solution to your difficulties is already available online which can be accessed and quickly downloaded. In addition, we can also provide more comprehensive and detailed assistance through our online services.

Now, prepare for a new departure...a dark and haunting trip into the Forbidden Lands — Zork Nemesis.

# Liberty Electronics USA

## Contact Information:

### Online Services:

None available.

### Phone Contacts in the U.S.:

Technical Support: 800-497-8324  
510-623-6000

### Available Phone Contacts Outside the U.S.:

None available. Please contact your local retailer.

# Logitech

## Contact Information:

### Online Services:

CompuServe: 76702,1367 or GO LOGITECH for forum  
Internet E-mail: support@logitech.com

### Phone Contacts in the U.S.:

Technical Support: 510-795-8100  
BBS: 510-795-0408

### Available Phone Contacts Outside the U.S.:

Technical Support:  
France 34-48-9050  
Switzerland 21-869-9851

For other countries, please contact your local retailer.



**MIDI:** Musical Instrument Digital Interface. A standard communications protocol for the exchange of information between computers and musical synthesizers. Used in *Zork Nemesis* to play background music.

# Matrox Graphics Inc.

## Known Problems:

### MGA Millennium Video Card

The movies in *Zork Nemesis* will not play unless you have updated your video drivers to the latest Matrox Millennium Windows 95 drivers. Through special arrangement with Matrox Graphics, Inc., those drivers have been included on Zork Nemesis **Disk II** in the \DRIVERS\WIN95\MATROX directory.

1. In the Windows 95 Add New Hardware Wizard, click on **No** when it asks you if you want to auto-detect new hardware, then select **Display Adapters**.
2. Click on **Have Disk** and then browse **Disk II** until you see the \DRIVERS\WIN95\MATROX directory. Select your video card and click **OK**.

[Click here](#) to run the Windows 95 Add New Hardware Wizard.

**NOTE:** The drivers supplied by Matrox on this CD are current as of February 1996. Should you find that you need to upgrade the video drivers for an Matrox Card, and a significant period of time has passed between February 1996 and the date you need to make this change, please contact Matrox's World Wide Web site to see if even more current drivers than those on this CD are available.

### MGA Impression

The program to load for standard VESA support is MGAVESA.COM.

## Contact Information:

### Online Services:

CompuServe:	GO MATROX
Internet E-mail:	graphics.techsupport@matrox.com
FTP Site:	ftp://ftp.matrox.com/pub/mga/
World Wide Web:	http://www.matrox.com

### Phone Contacts in the U.S.:

Telephone:	514-685-0270
Fax:	514-969-6363
MATFax (fax-back system):	514-685-0174
BBS:	514-685-6008

### Available Contacts Outside the U.S.:

#### Germany

Phone:	89 614 474 33
Fax:	89 614 97 43
BBS:	89 614 00 91

**UK**

Phone: 1 793 441 144  
Fax: 1 793 614 336  
BBS: 1 793 489 906  
CompuServe e-mail: 100634.2033@compuserve.com

**France**

Phone: 1 45 60 62 00  
Fax: 1 45 60 62 05  
BBS: 1 45 60 62 08  
CompuServe: MATFR (Matrox France's Forum)  
CompuServe e-mail: 100631.2376@compuserve.com (Matrox France Tech.  
Support)  
Minitel: 3615 MATROX — (1.39 ff/mn)

For other countries, please contact your local retailer.

# Media Vision

## Contact Information:

### Online Services:

America Online: Keyword: MEDIA VISION  
CompuServe: Type GO MEDIAVISION  
World Wide Web: <http://www.mediavis.com>  
FTP Site: FTP.MEDIAVIS.COM

### Phone Contacts In the U.S.:

Technical Support: 503-882-1177 8am to 8pm Pacific Time, M-F  
Fax: 503-884-1517  
BBS: 510-770-0527 (N,8,1) Z-Modem recommended

### Available Phone Contacts Outside the U.S.:

None available. Please contact your local retailer.

# Metheus Corporation

## Contact Information:

### Online Services:

World Wide Web: <http://www.ibmpcug.co.uk/~metheus/>

### Phone Contacts in the U.S.:

Technical Support: 503-690-1550

BBS: 503-690-1559

### Available Phone Contacts Outside the U.S.:

Technical Support:

United Kingdom 734-312-112

For other countries, please contact your local retailer.

# Microsoft

## Contact Information:

### Online Services:

World Wide Web: <http://www.microsoft.com>

### Phone Contacts in the U.S.:

Technical Support: 206-637-7096

BBS: 206-936-4082

206-936-6735

### Available Contacts Outside the U.S.:

Technical Support:

France 1-69-86-1020

Germany 08-93-176-0

Italy 39-22-69-121

Spain 1-80-40000

BBS:

Belgium 2-735-00-45

For other countries, please contact your local retailer.

## Minimum System Requirements

100% IBM PC-compatible computer  
486/DX2/66 MHz processor  
8 MB RAM  
Double-speed CD-ROM drive (300K/second sustained transfer rate)  
2 MB of uncompressed hard disk space  
VESA local bus or PCI video with 1 MB RAM  
16-bit High-Color SVGA (640 x 480) — thousands of colors  
100% Microsoft-compatible mouse and driver  
100% Sound Blaster 16-compatible sound card (for digital and general MIDI audio)

**NOTE:** 8-bit sound cards are not supported (e.g., Reveal SC400, Sound Blaster original and Sound Blaster Pro).

*Zork Nemesis* may have trouble working with some 1993 or earlier Matsushita CD-ROM drives. These CD-ROM drives have trouble reading beyond 63 minutes on CDs, and *Zork Nemesis* uses the full CD. These drives were sold under the names of Panasonic, JVC, Reveal, Creative Labs and Plextor. Gameplay may occasionally slow down and the CD-ROM drive will be accessed constantly. We highly recommend that you upgrade to a newer CD-ROM drive to avoid problems with other programs in the future.

### Additional System Requirements for MS-DOS

Microsoft MS-DOS 6.0 operating system

**NOTE:** *Zork Nemesis* will support 8-bit sound cards in DOS mode only. However, performance may suffer, and 16-bit sound cards are recommended for best performance.

### Additional System Requirements for Windows 95

Microsoft Windows 95 operating system

A 100% Windows 95-compatible computer system (including compatible 32-bit drivers for CD-ROM drive, video card, sound card and input devices)

**NOTE:** The Windows 95 version uses new Microsoft DirectX technology, which may require your system to have the latest Windows 95 drivers.

### Optional Online Component for Windows 95

100% Windows 95-compatible 14,400 bps or faster Internet connection through an Internet service provider

100% Windows 95-compatible 32-bit Web browser (e.g., Netscape Navigator, Microsoft Internet Explorer)

# Mitsubishi

## Contact Information:

### Online Services:

World Wide Web: <http://www.mitsubishi.com>

### Phone Contacts in the U.S.:

Technical Support: 800-344-6352

BBS: 714-236-6286

### Available Phone Contacts Outside the U.S.:

None available. Please contact your local retailer.



# Mitsumi

## Contact Information:

### Online Services:

None Available

### Phone Contacts in the U.S.:

Technical Support: 408-970-9699  
408-970-9730

BBS: 415-691-4469

### Available Phone Contacts Outside the U.S.:

None available. Please contact your local retailer.

## Modifying the game's configuration to improve performance (Windows 95/DOS)

If you are experiencing problems with the game's speed or performance, modifying the ZNEMESIS.INI file can enhance performance by turning on/off various features in the game. The ZNEMESIS.INI file can be found in the root directory of the game.

In DOS, you can open the file by typing EDIT ZNEMESIS.INI .The DOS Edit program will appear. The ZNEMESIS.INI file reads as follows:

```
[ZorkNemesis]
KeyboardTurnSpeed=5
PanaRotateSpeed=540
QSoundEnabled=0
VenusEnable=0
HighQuality=0
LineSkipVideo=0
CountryCode=0
Platform=2
InstallLevel=2
NoAnimWhileTurning=0
CPU=0
MovieCursor=0
Win958=0
```

**KeyboardTurnSpeed:** No Changes. Do not make modifications to this line.

**PanaRotateSpeed:** Controls the pana rotation speed. The default speed is 540.

**QSoundEnabled:** Enables Qsound. 1= ON, 0=OFF. Turn Qsound off to increase performance on slower machines.(Windows 95/DOS)

**HighQuality:** No Changes. Do not make modifications to this line.

**LineSkipVideo:** Controls line skipping in video playback. 0=Default. 1=Always, 2=Pixel double when possible. Setting this line to 1 will enhance movie playback which is not line skipped in the default setting. Setting this line to 1 is recommended for slower machines. Setting this line to 2 will eliminate line skipping and brighten movies. This option is only recommended for faster machines.

**CountryCode:** 0=US, No Changes.Do not make modifications to this line.

**Platform:** 0=Windows 95, 1=DOS, 2=DOS 8. Playing the DOS version on machines with 8MB RAM, or those receiving low memory warnings should set this to 2.

**InstallLevel:** No Changes. Do not make modifications to this line.

**CPU:** 0=486, 1=Pentium. Set this line according to your machine's processor.

**MovieCursor:** No Changes. Do not make modifications to this line.

**VenusEnabled:** 0=Off, 1=Enabled, 2= Locked Out. Change the value to 1 to enable Venus Hint

Lady if disabled during installation.

**NoAnimWhileTurning:** 0=Default, 1=animations during panorama rotation. For high performance machines, setting this line to 1 will allow for animations to play during panorama rotation.

**Win958:** 0=Default, 1=8MB RAM or less. If you have only 8MB of RAM and you are running the Windows 95 version, set this value to 1. If you have more than 8MB RAM, set this value to 0. If you add more RAM to your computer at a later date, we recommend that you reinstall the game.

## **My cursor disappears under the game screen?**

**When I enter the game, my cursor disappears and only reappears at the rollbar.  
Why don't I have a cursor showing on the game screen?**

This is a known problem with the Trident 9440 video card. Currently, Trident 9440 drivers do not support DirectX, a component necessary in drawing your cursor over the game screen. If you are experiencing this problem, we recommend playing the DOS version of Zork Nemesis, as this version does not require DirectX compatibility. In the future, upgraded drivers may become available which would remedy this situation. Contact [Trident](#) for information further information.

# NEC

## Known Problems:

### Alliance ProMotion Video Card

Certain NEC computers, one of which is the NEC Ready 7022 model, come equipped with the Alliance ProMotion video card. Some of the systems equipped with this card may have an older video driver that is incompatible with DirectX, a major component of *Zork Nemesis*. In order to get those customers who encounter this situation up and running as quickly as possible, Activision has included version 4.1.25 video drivers for this card on the game CD.

Through special arrangement with Alliance Semiconductor, these drivers have been included on Zork Nemesis **Disk II** in the \DRIVERS\WIN95\NEC\ALLIANCE directory.

1. In the Windows 95 Add New Hardware Wizard, click on **No** when it asks you if you want to auto-detect new hardware, then select **Display Adapters**.
2. Click on **Have Disk** and then browse the third Zork Nemesis CD until you see the \DRIVERS\WIN95\NEC\ALLIANCE directory. Select your video card and click **OK**.

[Click here](#) to run the Windows 95 Add New Hardware Wizard.

**NOTE:** The DOS version of *Zork Nemesis* is not compatible with the Alliance ProMotion video card.

### Combination Modem/Sound Card

Certain NEC systems, one of which is the NEC Ready 9542 model, come equipped with a Harmony card that is a combination modem and sound card. We have determined that this card is not compatible with *Zork Nemesis*. You may need to contact NEC to obtain new drivers for Windows 95.

## Contact Information:

### Online Services:

America Online:

AT&T Interchange:

CompuServe:

Microsoft Network:

Internet Email Technical Support:

Internet FTP Site:

World Wide Web:

Keyword NECTECH

ZDNet Companies Online section

GO NECTECH

go word: NECTECH

tech-support@nectech.com

ftp.nectech.com

http://www.nec.com

### Phone Contacts in the U.S.:

Technical Support:

NEC Technical Support Fax:

NEC BBS:

800-388-8888

508-635-4666

508-635-4706 (300-28.8K bps, 8 data bits, 1 stop bit, No parity bits)

**Available Phone Contacts Outside the U.S.:**  
None available. Please contact your local retailer.

# Netscape Communications Corporation

## Contact Information:

### Online Services:

E-mail: [info@netscape.com](mailto:info@netscape.com)  
World Wide Web: <http://www.netscape.com>

### Phone Contacts in the U.S.:

Technical Support: 800-320-2099  
Address: 501 East Middlefield Road  
Mountain View, CA 94043

### Available Phone Contacts Outside the U.S.:

None available. Please contact your local retailer.

Netscape 1.2 and 2.0 are fully supported by *Zork Nemesis*.

## **I noticed you have new video drivers on Disk II. Why are they there?**

During the testing of *Zork Nemesis*, it became clear that certain video cards needed the latest Windows 95 drivers to properly display the game. Therefore, we have made special arrangements with the manufacturers of these video cards to put their latest drivers on our CD. Should you happen to have a problem with your video after installing *Zork Nemesis*, consult the [Vendor List](#) for the manufacturer of your video card and look under "Known Problems" for information on replacing your drivers. If you require updated drivers, there will be directions and a link to Microsoft Help to start you through the driver updating process. These drivers are exactly as supplied by their manufacturers, and Activision makes no guarantee of their suitability to your system. Should you have difficulty with these drivers, please do not contact Activision Customer Support; rather, consult the [Vendor List](#) and contact the company that manufactures your video card for assistance.

Please bear in mind that the drivers on our CD were the latest as of February 1996. Newer and improved drivers may be available since we released the game. Please consult the manufacturer of your video card for information before installing new drivers from our CD. We recommend using the World Wide Web sites of these companies, which is where we found most of the information on these companies contained in this document.



## No DNS Entry Found

Zork Nemesis could not connect to the Activision server. The server could be down at this time. Please try again later.

1. Make sure you are connected to the internet.
2. Hit **Reload**. Sometimes a connection might take longer than normal, which will cause a premature timeout.
3. From time-to-time, we perform routine system checks or make upgrades to our server to enhance its performance. This requires us to shut down the server temporarily - usually for several hours. Should you see this message after trying to connect, please wait and try again at a later time.

# Number Nine Visual Technology

## Known Problems:

### **Imagine 128, Motion 531/771, Vision 330, Trio, GXE64 Pro and GXE64 Video Cards**

The movies in *Zork Nemesis* will not play unless you have updated your video drivers to the latest Number Nine Windows 95 drivers. Through special arrangement with Number Nine Computer Technology, Inc., those drivers have been included on Zork Nemesis **Disk II** in the \DRIVERS\WIN95\NUMBER9 directory.

1. In the Windows 95 Add New Hardware Wizard, click on **No** when it asks you if you want to auto-detect new hardware, then select **Display Adapters**.
2. Click on **Have Disk** and then browse **Disk II** until you see the \DRIVERS\WIN95\NUMBER9 directory. Select your video card and click **OK**.

[Click here](#) to run the Windows 95 Add New Hardware Wizard.

**NOTE:** The drivers supplied by Number Nine on this CD are current as of February 1996. Should you find that you need to upgrade the video drivers for a Number Nine card, and a significant period of time has passed between February 1996 and the date you need to make this change, please contact Number Nine World Wide Web site to see if even more current drivers than those on this CD are available.

### **GXE 64 cards based on the S3 Vision 864 chipset**

These cards are known to be incompatible with DirectX. Drivers are expected to be available in 1996. Please contact Number Nine for further details.

### **GXE64 or FX Vision 330**

When using EMM386.EXE in DOS, add the X=C000-C7FF parameter to the EMM386.EXE line in CONFIG.SYS.

## Contact Information:

### **Online Services:**

World Wide Web: <http://www.nine.com/>

### **Phone Contacts in the U.S.:**

Technical Support: 617-674-0009  
BBS: 617-862-7502

### **Available Contacts Outside the U.S.:**

Germany  
Technical Support: 96-14-491-0  
BBS: 96-12-139-0

For other countries, please contact your local retailer.

# Oak Technology

## Contact Information:

### Online Services:

Internet E-mail: [tech@oaktech.com](mailto:tech@oaktech.com) .  
World Wide Web: <http://www.oaktech.com>

### Phone Contacts in the U.S.:

Technical Support: 408-523-6666 (M-F, 8:00am to 5:00pm Pacific Time)  
BBS: 408-774-5307

### Available Phone Contacts Outside the U.S.:

None available. Please contact your local retailer.

## Optimizing Movie Performance

When playing *Zork Nemesis*, the game's movies are run from your CD-ROM drive. To optimize movie performance on your system:

1. Choose the System Properties dialog box by right-clicking on the **My Computer** icon and then clicking on **Properties**.
2. Choose the **Performance** tab in that dialog box
3. Click the **File System** button on that tab. This brings up the File System Properties dialog box.
4. Choose the **CD-ROM** tab in that dialog box.
5. Set the Supplemental Cache Size to **Large**.
6. Optimize Access Pattern for your appropriate type of CD-ROM drive.
7. Click on **OK** to accept your changes.

# Orchid Technology Inc.

## Known Problems:

### **Kelvin 64, and Fahrenheit 64 Video Cards**

The movies in *Zork Nemesis* will not play unless you have updated your video drivers to the latest Orchid Windows 95 drivers. Through special arrangement with Orchid Technology, Inc., those drivers have been included on Zork Nemesis **Disk II** in the \DRIVERS\WIN95\ORCHID directory.

1. In the Windows 95 Add New Hardware Wizard, click on **No** when it asks you if you want to auto-detect new hardware, then select **Display Adapters**.
2. Click on **Have Disk** and then browse **Disk II** until you see the \DRIVERS\WIN95\ORCHID directory. Select your video card and click **OK**.

[Click here](#) to run the Windows 95 Add New Hardware Wizard.

**NOTE:** The drivers supplied by Orchid on this CD are current as of February 1996. Should you find that you need to upgrade the video drivers for an Orchid card, and a significant period of time has passed between February 1996 and the date you need to make this change, please contact Orchid's World Wide Web site to see if even more current drivers than those on this CD are available.

### **Kelvin 64, Fahrenheit 64, Fahrenheit Pro 64**

When using EMM386.EXE in DOS, add the X=A000-C7FF parameter to the EMM386.EXE line in CONFIG.SYS.

## Contact Information:

### **Online Services:**

World Wide Web: <http://www.orchid.com>

### **Phone Contacts in the U.S.:**

Technical Support: 510-683-0323  
BBS: 510-683-0327

### **Available Contacts Outside the U.S.:**

Technical Support:  
France 1-47-80-7050  
Germany 13-28-007-1  
UK 256-479-898

BBS:  
UK 256-463-373

For other countries, please contact your local retailer.



# Packard Bell

## Known Problems:

### Video Cards on the Motherboard

Some Packard Bell models come with the video card on the motherboard of the system. Many of these machines are incapable of using the High Color (16-bit) mode required by *Zork Nemesis*. Contact Packard Bell for additional information.

## Contact Information:

### Online Services:

World Wide Web: <http://www.packardbell.com>

### Phone Contacts in the U.S.:

Hardware Support: 800-733-4411  
Software Support: 801-579-0161  
BBS: 801-250-1600  
818-773-7207

### Available Phone Contacts Outside the U.S.:

Technical Support:  
France 1-40-64-1000  
Germany 89-83-703-1  
Italy 2-29-52-7444  
Spain 1-45-80055

For other countries, please contact your local retailer.



# Panasonic Interactive Media

## Known Problems:

*Zork Nemesis* for Windows 95 may have trouble working with some 1993 or earlier Matsushita CD-ROM drives. These CD-ROM drives have trouble reading beyond 63 minutes on CDs, and *Zork Nemesis* uses the full CD. These drives were sold under the names of Panasonic, JVC, Reveal, Creative Labs and Plextor. Gameplay may occasionally slow down and the CD-ROM drive will be accessed constantly. We highly recommend that you upgrade to a newer CD-ROM drive to avoid problems with other programs in the future.

## Contact Information:

### Online Services:

World Wide Web: <http://www.mitl.research.panasonic.com>

### Phone Contacts in the U.S.:

Technical Support: 408-653-1898  
BBS: 201-863-7845

### Available Phone Contacts Outside the U.S.:

Technical Support:  
France 1-49-46-4300  
Germany 32-18-702-0  
Spain 7-24-81100

For other countries, please contact your local retailer.

# Paradise\*/Phillips Electronics

\*Western Digital sold the Paradise line to Phillips Electronics in 1995.

## Known Problems:

### Bali 32, Pipeline Video Cards

The movies in *Zork Nemesis* will not play unless you have updated your video drivers to the latest Paradise Windows 95 drivers. Through special arrangement with Phillips Electronics (Owners of the Paradise, those drivers have been included on Zork Nemesis **Disk II** in the \DRIVERS\WIN95\PARADISE directory.

1. In the Windows 95 Add New Hardware wizard, click on **No** when it asks you if you want to auto-detect new hardware, then select **Display Adapters**.
2. Click on **Have Disk** and then browse **Disk II** until you see the \DRIVERS\WIN95\PARADISE directory, select the subdirectory for your video card listed there. Select your video card and click **OK**.

[Click here](#) to run the Windows 95 Add New Hardware Wizard.

**NOTE:** The drivers supplied by Paradise on this CD are current as of February 1996. Should you find that you need to upgrade the video drivers for a Paradise card, and a significant period of time has passed between February 1996 and the date you need to make this change, please contact Paradise's World Wide Web site to see if even more current drivers than those on this CD are available.

### Bali 32 Video Card Under MS-DOS

When using EMM386.EXE in DOS, add the X=A000-C7FF parameter to the EMM386.EXE line in CONFIG.SYS.

## Contact Information:

### Online Services:

World Wide Web: <http://www.paradisemmp.com>

### Phone Contacts in the U.S.:

Literature/Driver Distribution: 800-978-3079

BBS: 415-335-2744

### Available Contacts Outside the U.S.:

Technical Support:

Austria 0660-8142

Belgium 0800-15532

Denmark 80017941

Finland 08001-13170

France 05-917909

Germany 0130-823983

Greece 00800311207

Ireland 1-800-553178

Italy	1678-79499
Holland	068406
Norway	800-11365
Luxembourg	0800-2974
Portugal	0505313338
Spain	900-983181
Sweden	020-795344
Switzerland	155-3497
UK	0800-966185
Helpdesk Fax:	20 6002589
Internet Email:	pcaddon.u4ia.philips@pi.net
BBS:	40 2731112

Helpdesk hours are Monday-Friday, 10am-10pm, Saturday-Sunday, 10am-6pm.

For other countries, please contact your local retailer.

## **I have only partial or no sound when running the game.**

1. Make sure your sound card is 100% Windows 95-compatible. Using a non-Windows 95-compatible sound card and drivers may result in sound problems.
2. Make sure your speakers are plugged in correctly and turned on, and make sure the volume is set at an audible level.
3. Open the Windows 95 Volume Control/ program to verify that none of the various channels are muted or set to an inaudible level.
4. Your sound drivers for Windows 95 may require updating. Check the installation and setup parameters of your sound card using the Device Manager of Windows 95

If you purchased your sound card before the release of Windows 95, you may obtain updated drivers from a variety of places. Most hardware retailers have access to the most recent drivers. Additionally, most sound card manufacturers maintain a BBS containing the latest drivers for free downloading. Drivers are also available on CompuServe, America Online, The Microsoft Network and other popular online services. A list of [sound card manufacturers](#) and their Technical Support and BBS numbers is available in this document. Please make every effort to install the latest sound drivers before calling [Activision Customer Support](#).

## Playing the MS-DOS Version

1. After installing the game, insert **Disc I**.
2. Go to the MS-DOS Zork Nemesis directory (default is \ZNemesis).
3. If *Zork Nemesis* is stored on the C: drive and you installed to the default directory, type **C:** and press **Enter**.
4. At the C:\> prompt, type **CD\ZNEMESIS** and press **Enter**.
5. At the C:\ZNEMESIS prompt, type **ZORKDOS** and press **Enter** to start the game. The following screen will appear.



6. To begin a new game, click **New Game**. To restore a saved game, click **Restore**.

Note: If you are continuing a previously saved game, you can begin with Disc II or III in your CD-ROM drive. If you are playing the game on a machine which uses MSCDEX, you will need to begin with Disc I.

## Playing the Windows 95 Version

After installing the game, insert **Disc I** and wait for Windows 95 to display the AutoPlay title screen shown below. If this screen does not appear, double click on the Zork Nemesis shortcut that was placed on your desktop during installation. See the section on [Title Screen Button Functions](#) for more information.



1. Click **Play**; the screen below will appear:



2. To begin a new game, click **New Game**. To restore a saved game, click **Restore**.

Note: If you are continuing a previously saved game, you can begin with Disc II or III in your CD-ROM drive. If you are playing the game on a machine which uses MSCDEX, you will need to begin with Disc I.

## Power Saver Functions

We have discovered through the course of testing *Zork Nemesis* that many computers equipped with a power saver feature in the system CMOS have problems running the game if this feature is turned on. This feature only activates when the computer is left idle for a certain period of time. To solve this problem, you should save your place in the game and exit if you need to be away from the computer for a while. Another option is to turn this feature off in your system CMOS.

### **Can I use a multi-CD changer with *Zork Nemesis*?**

Yes and no. You can use a multi-CD changer with *Zork Nemesis*, but you cannot use it to automatically switch CDs. You must put the *Zork Nemesis* CDs in your first CD drive. (i.e., if the CD drive letters are D:, E:, F:, you need to only use the D: drive.)

**QEMM:** Quarterdeck Expanded Memory Manager from Quarterdeck Corp.



## **Quick Solutions: Top Questions Answered (Windows 95/DOS)**

### **I am trying to play the game in DOS and it crashes after the opening movie.**

You must have a FILES=40 command and a BUFFERS= 15.0 in your system's CONFIG.SYS file. Check the CONFIG.SYS file in the root directory of your hard drive using a text editor such as the MS-DOS EDIT command. Change the FILES command line to read FILES=40, then the BUFFERS command to read BUFFERS=15.0. Save the CONFIG.SYS file and reboot your computer.

### **The audio during the movies is looping and skipping. Why is this happening?**

Zork Nemesis video compression pushes the boundaries of game technology. On some lower end machines, the video speed cannot keep up with audio playback creating this problem. Upgrading to a faster video card should improve movie playback.

### **The fonts on my game screen are too large extending off the screen. why is this happening?**

Systems using a font manager, like Adobe Acrobat, installed to Windows 95, may have the game fonts appear larger than normal because the font manager will redirect Windows 95 to use the fonts it supplies. This will cause some text printing across the game window, and the text sometimes becomes unreadable.

The general solution is to disable the font manager temporarily. For example, you can rename the directory installed by Adobe Acrobat to another name and this should fix the problem.

**RAM:** Random Access Memory.

## My computer has 8 MB of RAM, but I cannot free enough memory to run the game.

### To free more RAM on your computer:

1. Virtual Memory should be ON at all times.,To see if Virtual Memory is on:
  - a. Go to the **Start** menu on your taskbar, select **Settings\Control Panels**.
  - b. Select the **System** icon and double-click on it.
  - c. Click on the **Performance** tab. Under the Advanced Settings dialog box, you should see a **Virtual Memory** button.
  - d. Make sure that the option to manage the memory settings is selected.
2. Make sure that you have turned off all other programs on your computer when playing the game. An excellent method of ensuring that you have enough memory for the game to run is to hold down the **Shift** key when you are starting Windows 95. This will prevent any programs that may be in your **Start** menu from loading, and may allow you the memory needed to run *Zork Nemesis*. When you are done playing the game, simply restart Windows 95 and your system will return to normal.

### To free more space on your hard drive:

1. Make sure your Recycle Bin is empty.
2. Uninstall any unused or unnecessary programs.
3. Delete any unnecessary files.

# Reveal

## Known Problems:

*Zork Nemesis* may have trouble working with some 1993 or earlier Matsushita CD-ROM drives. These CD-ROM drives have trouble reading beyond 63 minutes on CDs, and *Zork Nemesis* uses the full CD. These drives were sold under the names of Panasonic, JVC, Reveal, Creative Labs and Plextor. Gameplay may occasionally slow down and the CD-ROM drive will be accessed constantly. We highly recommend that you upgrade to a newer CD-ROM drive to avoid problems with other programs in the future.

## Contact Information:

### Online Services:

World Wide Web: <http://support.reveal.com>

### Phone Contacts in the U.S.:

Technical Support: 800-473-8325

BBS: 818-713-8188

### Available Phone Contacts Outside the U.S.:

None available. Please contact your local retailer.

## Rollover Bar (Windows 95)

If you place your cursor at the top of the screen, a bar will appear allowing you to save or restore a game, set preferences or quit the game.

**To save a game:** Click on **Save**. Use your cursor to select a slot, type in a game name, and press **Enter**. You can use a previous slot; the program will ask you to confirm the overwriting of the old file. Note: Available only at most pana-rotation locations in the game.

**To restore a saved game:** Click on **Restore**. Then, highlight the game you wish to restore, and press **Enter** or click your left mouse button. Note: Available only at most pana-rotation locations in the game.

### **Prefs (Preferences):**

**Alchemist Level:** As you progress on your journey through the forbidden lands, you will be judged on your abilities in alchemy.

**Pana Rotation:** Fast, Medium, Slow (the slower the pan, the crisper the scene will appear). Setting the Pana Rotation to Fast will improve turning performance on slower machines.

**Help Settings:** Toggles the on-screen hint feature on or off.

**3D Sound:** In certain areas of the game, you can hear more realistic sound when this option is toggled on. If the performance of the game suffers, toggle this option off.

Note: You cannot access any of the special commands (Save, Restore, Prefs, on-screen hints) from within each command's section. You must return to the game first and then select the command you desire.

## Running the Game Without a CD

A Zork Nemesis CD must remain in the CD-ROM drive at all times in order to run *Zork Nemesis*. All of the movies in the game are accessed from the CD, so there is no way to play without a CD in the drive.

## **My screen saver runs really slow when *Zork Nemesis* is running. What can I do about that?**

Because *Zork Nemesis* makes heavy use of the system resources, screen savers may be affected in this manner. We highly recommend disabling your screen saver when playing *Zork Nemesis*. [Click here to open the Windows 95 Help procedure](#) to change your Screen Saver settings.

## **Can I run *Zork Nemesis* under Windows 3.1, Windows NT or OS/2?**

Unfortunately, the answer to this question is no. Please see [Supported Operating Systems](#) for more information.



# STB Systems, Inc.

## Known Problems:

### DirectX Compatibility

The movies in *Zork Nemesis* will not play unless you have updated your video drivers to the latest STB Windows 95 drivers. Through special arrangement with STB Systems, Inc., those drivers have been included on Zork Nemesis **Disk II** in the \DRIVERS\WIN95\STB\ directory.

1. In the Windows 95 Add New Hardware wizard, click on **No** when it asks you if you want to auto-detect new hardware, then select **Display Adapters**.
2. Click on **Have Disk** and then browse **Disk II** until you see the \DRIVERS\WIN95\STB\ directory. Select your video card and click **OK**.

[Click here](#) to run the Windows 95 Add New Hardware Wizard.

**NOTE:** The drivers supplied by STB on this CD are current as of February 1996. Should you find that you need to upgrade the video drivers for a STB card, and a significant period of time has passed between February 1996 and the date you need to make this change, please contact STB's World Wide Web site to see if even more current drivers than those on this CD are available.

## Contact Information:

### Online Services:

CompuServe: 75300,1664 or GO STBSYS for forum  
Internet E-mail: support@stb.com  
FTP Site: ftp.stb.com  
World Wide Web: http://www.stb.com

### Phone Contacts in the U.S.:

Technical Support: 800-234-4334 (8am to 6pm Central Time, M-F)  
214-234-8750  
Technical Support Fax: 214-669-1326  
BBS: 214-437-9615 (N81) up to 28.8K bps

### Available Contacts Outside the U.S.:

UK  
Telephone Support 897-0662 (9am to 6pm GMT)  
BBS 181-897-1008

For other countries, please contact your local retailer.

# Saving and Restoring a Game

## Saving the Game

If you are playing the Windows 95 version and do not specify another directory, *Zork Nemesis* will save your game to the **Program Files\Activision\ Zork Nemesis** directory (assuming you accepted the default Zork Nemesis directory during installation). If you are playing in the DOS version, *Zork Nemesis* will default to the MS-DOS Zork Nemesis directory.

We recommend that you save often. Saving gives you the option to go back to an earlier point in your game without starting over from the beginning.

### To save a game :

#### Windows 95 Version

1. Move your cursor to the top of the screen to bring down the rollbar. On the left side of the rollbar is the Save button.
2. Click on the **Save** button to bring up the Save Game screen.
3. Type the name you wish to assign to your current game on one of the lines and press **Return**. You will then be returned to your current game. You can save up to 20 games.

**Note:** You cannot save or restore games in certain locations within the game. These areas will have the Save and Restore buttons removed from the rollbar.

#### DOS Version

1. Press **Ctrl+S** to bring up the Save Game screen.
2. Type the name you wish to assign to your current game on one of the lines and press Return. You will then be returned to your current game. You can save up to 20 games.

**Note:** You cannot save or restore games in certain locations within the game.

## Restoring a Saved Game

In the Windows 95 version, to restore a saved game, insert **Disc I** in your CD-ROM drive, click **Play**, then **Load Saved Game** and select your saved game.

In the DOS version, to restore a saved game, insert **Disc I** in the CD-ROM drive, start *Zork Nemesis*, click **Load Saved Game** and select your saved game.

### I am playing *Zork Nemesis* and need to uninstall it. Can I keep my Saved Game files and use them when I reinstall *Zork Nemesis*?

Yes. Your saved games are located in the root directory of the game. They will be named NEMSAV[1-20].SAV. When moving your saved games, be sure to include the NEMESIS.SAV file. This file restores the names you have given your saved games when reinstalling. When

you reinstall the game, put these files back into the root directory.

# Sigma Designs

## Contact Information:

### Online Services:

None Available

### Phone Contacts in the U.S.:

Technical Support: 510-770-0100

BBS: 510-770-0111

### Available Phone Contacts Outside the U.S.:

Technical Support

Germany 89-33-644-3

For other countries, please contact your local retailer.

# Sony

## Contact Information:

### Online Services:

World Wide Web: <http://www.sel.sony.com>

### Phone Contacts in the U.S.:

Technical Support: 408-894-0555

BBS: 408-955-5107

### Available Contacts Outside the U.S.:

None available. Please contact your local retailer.

## Sound Card Manufacturers List

<u>AdLib Multimedia, Inc.</u>	Sound cards
<u>Advanced Gravis</u>	Joysticks, sound cards
<u>ATI Technologies Inc.</u>	Video cards, sound cards
<u>Aztech Labs</u>	Sound cards
<u>Boca Research Inc.</u>	Video cards, sound cards, modems
<u>Cardinal Technologies</u>	Video cards, sound cards, modems
<u>Creative Labs</u>	Video cards, sound cards, modems
<u>Diamond Multimedia Systems Inc.</u>	Video cards, sound cards
<u>Intel</u>	Video cards, sound cards, modems
<u>Logitech</u>	Sound cards, input devices
<u>Media Vision</u>	Sound cards
<u>Microsoft</u>	Operating systems, sound cards
<u>Oak Technology</u>	Video cards, sound cards
<u>Reveal</u>	Video cards, sound cards
<u>Turtle Beach</u>	Sound cards

## Some of the sounds in the game are strange and computerized.

*Zork Nemesis* uses digital and MIDI sounds in the game. In order to hear MIDI sounds, you need to configure your sound card to utilize your waveform tables so that proper duplication of sounds can be generated.

To configure your MIDI playback:

1. Go to the Start menu on your taskbar, select **Settings\Control Panels**.
2. Double-click on the **Multimedia** icon.
3. Select the **MIDI** tab.
4. Make sure a MIDI output has been selected. For more realistic playback, select a Wave Effect Synthesis playback
5. Click **OK**.

Occasionally, you may experience a loss of MIDI sound and an error message reporting that the game is unable to initialize MIDI. If this occurs, your computer has allocated your one MIDI channel to another task and cannot use it for the game. You must restart your computer in order to reset the MIDI channel and play the game.

In the DOS version of the game, some sounds are played as 8-bit sound files and will have a degraded sound quality.

## **Why is the sound fuzzy on my Sound Blaster Pro 2 sound card?**

This may be due to a compatibility problem between the Sound Blaster Pro 2 and certain video cards. We discovered it with an Orchid Kelvin card installed. A small amount of distortion plays near the beginning and end of sound effects. We have no solution for it at this moment.



## Supported Operating Systems

*Zork Nemesis* supports two operating systems at this time; MS-DOS 6.x and Microsoft Windows 95. A Macintosh version is due soon!

The following operating systems are not supported:

Microsoft Windows NT

IBM OS/2 (All Varieties)

# Swan Technologies, Inc.

## Contact Information:

### Online Services:

World Wide Web: <http://swantech.com>

### Phone Contacts in the U.S.:

Technical Support: 800-468-7926

814-238-1820

BBS: 814-237-6145

814-237-6143

### Available Phone Contacts Outside the U.S.:

None available. Please contact your local retailer.

## System Manufacturers List

<u>Acer America</u>	Computers
<u>AST Computers</u>	Computers
<u>Compaq Computer Corporation</u>	Computers
<u>Dell Computers</u>	Computers
<u>Epson America</u>	Computers
<u>Gateway 2000</u>	Computers
<u>Hitachi</u>	Computers
<u>IBM</u>	Computers
<u>NEC</u>	Computers
<u>Packard Bell</u>	Computers
<u>Swan Technologies, Inc.</u>	Computers
<u>Tandy Computer</u>	Computers
<u>Toshiba</u>	Computers
<u>Zenith Data Systems</u>	Computers, CD-ROM drives

# Table of Contents



## **Introduction**

**Getting Started** — Look here for help on getting into the game.

**Tips & Troubleshooting** — If it ain't broke, don't fix it...but if it is...look here.

**Vendor List** — A directory of hardware/software companies for compatibility issues.

**Activision Customer Support** — Information on our support services.

**Credits** — A brief list of some other names involved with *Zork Nemesis*.

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# Tandy Computer

## Contact Information:

### Online Services:

World Wide Web: <http://www.tandy.com>

### Phone Contacts in the U.S.:

Technical Support: 817-878-6875

### Available Phone Contacts Outside the U.S.:

Technical Support

UK 922-434-000

For other countries, please contact your local retailer.

# Teac

## Contact Information:

### Online Services:

World Wide Web: <http://www.lookup.com/homepages/44913/home.html>

### Phone Contacts in the U.S.:

Technical Support: 213-726-0303

BBS: 213-727-7660

### Available Phone Contacts Outside the US:

None Available: Please contact your local retailer.

## **Tips & Troubleshooting: General Issues (Windows 95)**

**My screen saver runs really slow when *Zork Nemesis* is running. What can I do about that?**

**Game Freezes or Crashes**

**My computer has 8 MB of RAM, but I cannot free enough memory to run the game.**

**Optimizing Movie Performance**

**While I'm playing *Zork Nemesis* the image is very choppy and slow.**

**Power Saver Functions**

**Running the game without a CD in the Drive**

**There is one puzzle I just can't solve. Is there any way to go past it?**

**Can I run *Zork Nemesis* under Windows 3.1, Windows NT or OS/2?**

## Tips & Troubleshooting: Input Devices (Windows 95)

### **Moving my mouse cursor over the video in the game causes corruption in the images, what can I do to stop this?**

If you have added Microsoft Plus to your Windows 95 installation and you are using a custom animated pointer, it will cause video corruption as you move the mouse cursor over the videos in *Zork Nemesis*. To eliminate this problem, set your pointer back to the Windows 95 default pointer. Consult [Microsoft Help](#) for more information.

### **Systems with Wraparound Mouse Pointer Features**

Some systems may have a mouse driver feature that allows the mouse cursor to "wrap around" the screen (e.g., when you move it off the right side of the screen it reappears on the left side). This feature may cause problems with the *Zork Nemesis* interface, and should be turned off before playing *Zork Nemesis*.



## **Tips & Troubleshooting: Installation (Windows 95)**

**What is DirectX and why is it being installed on my system?**

**How do I uninstall the game?**

**Can I install *Zork Nemesis* to a hard drive that is compressed?**

## Tips & Troubleshooting: MS-DOS

### Memory (8MB RAM)

*Zork Nemesis* requires a minimum of 8 MB of system memory (RAM). On some machines, even if you have the required 8 MB, *Zork Nemesis* may report that you do not have enough free extended or conventional memory.

During game start up, *Zork Nemesis* will determine if there is enough free memory to run properly. If it determines that there is not enough memory available, the program will let you know how much additional memory is needed. In many cases you may be able to remove or disable one or two TSRs (Terminate and Stay Resident programs) or drivers that are not needed to run *Zork Nemesis* in order to make this memory available.

You might also try disabling SMARTDRV, changing your CONFIG.SYS, and AUTOEXEC.BAT so that some of your drivers are loaded into conventional rather than high memory.

In your CONFIG.SYS, you can edit the EMM386 line to read `DEVICE=C:\DOS\EMM386.EXE NOEMS`

Since these modifications affect your CONFIG.SYS and AUTOEXEC.BAT files, you should consider making these changes to CONFIG.SYS and AUTOEXEC.BAT files on a boot disk.

In the ZNEMESIS.INI, you can edit the PLATFORM line to read `PLATFORM=2`. This will set the game to run a DOS version enhanced for 8MB machines.

### Creating a Boot Disk

If you experience problems playing *Zork Nemesis* or receive messages telling that you do not have enough memory to play, you will probably need to create a Boot Disk. A Boot Disk lets your machine boot from a floppy disk and will not load memory-intensive programs, freeing up more memory for *Zork Nemesis*.

We have included an option that will automatically create boot disks for you with this game. To create a boot disk:

1. First go to the \ZNEMESIS directory. For example, if you installed *Zork Nemesis* to C:\ZNEMESIS, you would type **CD\ZNEMESIS** and press **Enter**.
2. Then type **ZNSETUP** and press **Enter**.
3. Select **Make a Boot Disk**. Follow the on-screen prompts, and the program will create a Boot Disk for you.

If you still lack sufficient memory, please refer to the next section, "Optimum Setup."

### Optimum Setup

Sometimes even a boot disk creator can't get you past the memory limit required to run a program. In the event you find our automatic boot disk-maker doesn't do the job, we have provided the following sample CONFIG.SYS and AUTOEXEC.BAT files to assist you in getting *Zork Nemesis* up and running quickly.

If you are creating a boot disk from scratch, begin with step 1. If you have already used the automatic boot disk-making utility in the Zork Nemesis Installer, begin at step 3.

1. Place a diskette in your A: drive. The next step will erase any data on the disk, so a new, blank floppy disk should be used. Make sure that the disk is the same density as the drive (use a 1.44 MB disk in a high-density 3.5" drive, etc.).
2. At the C: prompt, type **FORMAT A: /S** and press **Enter**. The DOS Format utility will format the disk and add the necessary DOS files required to boot from the floppy disk.
3. Change to drive A by typing **A:** and pressing **Enter**. Then type **EDIT CONFIG.SYS** and press **Enter**. The DOS Edit program will appear.

If you used our boot disk-maker, just make sure the following lines, or similar ones, in the following [CONFIG.SYS] example, are in your CONFIG.SYS file. Type **REM** and a space in front of all other lines not listed.

If you are making your own boot disk manually, then type in the lines following [CONFIG.SYS] in the example below. When you are finished typing the lines, press **Alt+F** to bring up the **File** menu, and then type **X** to exit the DOS Edit program. When it asks you if you want to save your file, choose **Yes**.

```
[CONFIG.SYS]
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE NOEMS
DOS=HIGH,UMB
FILES=40
BUFFERS=15,0
STACKS=9,256
Insert your CD-ROM driver line here
```

In the CONFIG.SYS file shown above, replace the last line in the example with the line from your current CONFIG.SYS file on drive C: that runs your CD-ROM drivers.

**NOTE:** It is important that you use your CD-ROM line and not our example, otherwise your CD-ROM drive will not function properly.

You may also have special lines in your C:\CONFIG.SYS file that help your sound card function properly. It is very important that you copy those lines into this new file on A: so your sound card can work. Place the appropriate lines from your CONFIG.SYS file at the end of the example shown above.

4. Type **EDIT AUTOEXEC.BAT** and press **Enter**. The DOS Edit program will appear.

If you used our boot disk-maker, then make sure these lines, or similar ones, in the following [AUTOEXEC.BAT] example, are in your AUTOEXEC.BAT file. Type **REM** and a space in front of all other lines not listed.

If you are making your own boot disk manually, then type in the lines following [AUTOEXEC.BAT] in the example below. When you are finished typing the lines, press **Alt+F** to bring up the **File** menu, and then type **X** to exit the DOS Edit program. When it asks you if you want to save your file, choose **Yes**.

```
[AUTOEXEC.BAT]
```

```
@ECHO OFF
PROMPT $P$G
Insert your PATH statement here
LH C:\DOS\MSCDEX.EXE /D:MSCD000
SET SOUND=C:\SB16
SET BLASTER=A220 I5 D1 H5 P330 T6
C:\SB16\DIAGNOSE /S
C:\SB16SET /P /Q
SETMIDI=SYNTH:1 MAP:E
C:\MOUSE\MOUSE.EXE
C:
CD\[Zork Nemesis Directory]
(Additionally, if your graphics card requires a VESA driver, it should go here as
well. Check out our ZNEMHELP.TXT or ZNEMHELP.HLP files for more details.)
ZORKDOS
```

In the AUTOEXEC.BAT file shown above, replace the third line with the SET PATH command from your current AUTOEXEC.BAT file on drive C:. Replace the fourth line with the line from your current AUTOEXEC.BAT file on drive C: that loads MSCDEX.EXE.

**NOTE:** It is important that you use your CD-ROM line and not our example, otherwise your CD-ROM drive will not function properly.

You may also have special lines in your C:\AUTOEXEC.BAT file that help your sound card to function properly. It is very important that you copy those lines into this new file on A: so your sound card can work. Replace the examples on lines 5 through 9 with the appropriate lines from your AUTOEXEC.BAT file.

If you do not know which line from your current AUTOEXEC.BAT runs your CD-ROM drivers, or which lines are for your sound card, you should contact the hardware manufacturer of the item in question. We have included a list of Customer Service and BBS numbers of major manufacturers at the end of the ZNEMHELP file.

Line 10, which loads your mouse driver, is only an example. The command to load your mouse driver is most likely different from our example. Replace line 10 with the command that loads your mouse driver.

5. Leave the disk in the drive and reboot your system. The game should start and everything should be working properly.

**NOTE:** Some systems require special steps in order to boot from a floppy disk. If you're not in the Zork Nemesis directory after attempting to boot from the floppy, contact the system manufacturer to learn what steps must be taken to start from a boot disk.

## Video

*Zork Nemesis* was designed to take advantage of the higher resolution video modes on your computer. In most cases, *Zork Nemesis* will detect and work with your video card just fine. However, some video cards may require that a VESA video driver be loaded in order for the video card to work properly with *Zork Nemesis*.

For your convenience, we have included UniVBE VESA drivers for virtually all Super VGA video cards available at the time this game was released. As new cards come to market, our included drivers may not work properly with these new video cards. In such cases, you may

need to load the driver provided with your card and disable the driver provided with this game.

### **What Is a VESA Driver?**

VESA stands for Video Electronics Standards Association. It is a standard that allows software developers to write programs that run on many different video cards without having to know how each card works.

Almost every video card available today has VESA drivers available for it. These drivers may be stored in a chip on the video card, or they may be a program that the user has to load by hand (or with a batch file). Some cards (such as the Diamond Viper) have the driver on the video card, but need the user to run a special program to activate the driver.

If the VESA driver is an external program, it will probably be found on the disks that came with your video card. If you don't have a VESA driver you should contact your video card manufacturer.

We have included VESA drivers for most popular cards on **Disk II** of the game in the \DRIVERS\VESA directory. To find the particular driver for your system, look in the \DRIVERS\VESA directory for the subdirectory that most closely resembles the name of your brand of video card. The VESA driver should be in that subdirectory..

Using most external VESA drivers is as easy as typing the name of the driver at the DOS prompt. For instance, if the driver were called VVESA.COM, you would type **VVESA.COM**. Then, press **Enter** to load the driver into memory.

### **Using the UniVBE VESA driver**

*Zork Nemesis* for DOS requires VESA BIOS version 1.2 or later. If your video card is not compliant with the 1.2 BIOS, you may experience poor video performance when playing *Zork Nemesis*, including flickering movies, horizontal tearing during panning, snow, or movies not playing at all. To solve the problem, we recommend that you try UniVBE, a software BIOS emulator for your video card. We have included an unregistered evaluation copy of UniVBE on **Disk I** in the directory UNIVBE. To install the UniVBE software on your system, change to the UNIVBE directory on Disk I, and type **INSTALL**. UniVBE will be installed in a directory named UNIVBE51 on your hard disk. Note that you have the option to install a shareware or a full version of UniVBE.

1) After you install UniVBE, change to the UNIVBE51 directory. Type **UVCONFIG** and follow the onscreen instructions to configure UniVBE for your video card.

2) After UniVBE is configured, type **UNIVBE** to load UniVBE into memory. If you want to unload UniVBE from memory, you can type **UNIVBE -U**.

For complete instructions on using UniVBE, consult the README.TXT file in the **UNIVBE** directory on **Disk I**.

### **Disable AutoPlay Feature of Windows 95**

If you are running the game using the MS-DOS prompt application in Windows 95, you may experience the following problem: Each time **Disk I** is inserted, the application window is closed and the start-up screen for the Windows 95 version of *Zork Nemesis* becomes the top

window on your desktop. This is caused by the CD autoplay feature of Windows 95. To disable autoplay, you can change the CD-ROM Properties using the System Control Panel.

1. From the **Start** menu, select **Settings\Control Panel**.
2. Double-click on the **System** icon and then select the **Device Manager** tab.
3. Select the CD-ROM, double-click on your CD-ROM drive.
4. In the CD-ROM window, select the **Settings** tab and disable the **Auto insert notification**. This change will not take effect until you restart Windows.

### **Sound System in Zork Nemesis**

In order for *Zork Nemesis* to run, your sound card must be configured for digital and MIDI sound. Use the SETSOUND utility provided with the game to change the sound card configuration settings. Before running SETSOUND, be sure to note the make and model of your sound card as you will be prompted to enter this information.

#### **Manual Selection of Digital Sound Device**

First, highlight SELECT DIGITAL on the main screen. Press **Enter**. Next, highlight a digital device on the the list that matches your sound card and press **Enter**. (The default choice is a Sound Blaster 16). We suggest you try accepting the default settings for Port, DMA and IRQ, unless you know your settings are different. Finally, select **TEST** and press **Enter**.

If you do not hear an audible recording, then the digital device and/or the settings may not be correct. Go back to the digital device list and select another sound card and/or select the correct settings for Port, DMA and IRQ and select TEST again. Repeat this until you hear an audible recording indicating a successful match. Then select **OK** to accept and exit. After properly setting your digital sound, go to selecting the MIDI device.

NOTE: Many sound cards will pass the test when Sound Blaster is selected, as many can emulate an 8-bit Sound Blaster. For best sound quality and fast movie play, we recommend you select a sound device that best matches your 16-bit sound card.

#### **Manual Selection of MIDI Sound Device**

Highlight SELECT MIDI from the main screen. Press Enter. Next, highlight a MIDI device on the list that matches your sound card and press Enter. We suggest you accept the default setting for Port unless you know your setting is different. Finally, select TEST.

If you do not hear MIDI music, then the MIDI device and/or the selected Port may not be correct. Go back to the MIDI Device list and select another sound card and/or select the correct settings for Port and select TEST again. Repeat this until you hear MIDI music. Then select OK to accept and exit.

Note: It is often possible to determine the resources needed by your sound card (resources include I/O address, DMA channel and IRQ interrupt number) either from your AUTOEXEC.BAT file (if in DOS), or from the SYSTEM utility (if in Windows 95).

A typical entry in the CONFIG.SYS file would be as follows: SET BLASTER=A220 I5 D1 H5 T4. This indicates I/O port 220, IRQ 5, and 5 for high DMA (i.e., 16-bit sound).

To run the SYSTEM utility from your taskbar:

1. Click on the **Start** button and select **Settings\Control Panel**.
2. Double-click on the **System** icon then select the **Device Manager** tab.
3. In the Device Manager window, click on **Sound, Video and Game Controllers** and then highlight your sound card.
4. Click on the **Properties** button and then the **Resources** tab to see the settings for your sound card.

### **My Gravis UltraSound does not play MIDI sound.**

You must first set up the card for MIDI playback by running the LOADPATS program. The SETSOUND Test will not work with MIDI until the LOADPATS has been run.

### **The program runs under DOS, but not under a Windows 95 DOS Prompt.**

The DMA used for your sound card for DOS and a DOS Prompt may be different. You may have to reconfigure them the first time you go from a DOS box to DOS and vice versa.

### **My sound cards worked fine before I ran SETSOUND; now they do not work.**

On systems with two sound cards, it is not always possible to detect both cards at the same time. SETSOUND should be run using the manual mode.

To test if the settings are correct, use the SNDTEST.EXE utility provided on the game CD.

**NOTE:** It is always advisable to consult the installation manual for your video card to get the valid I/O, IRQ and DMA values.

### **Three Ways to Get to the DOS Prompt:**

The DOS version of *Zork Nemesis* can only be run from the DOS prompt. With today's PC-compatible systems, there are three ways to get to the DOS prompt:

1. **Booting into DOS 6.22** (also called by Windows 95 "Previous version of MS-DOS" ): This is the preferred method to run *Zork Nemesis for DOS*. It is the only method on systems without Windows 95. On systems with Windows 95, you may select this mode by pressing the **F8** key during the boot process. This option may not be available depending on the method used to install Windows 95.

**Advantages:** SETSOUND works reliably. Avoids potential conflicts between Windows 95 display and sound drivers and the DOS drivers used by *Zork Nemesis*.

**Disadvantage:** On systems with Windows 95, your 16-bit CD-ROM and mouse drivers may not be installed (CONFIG.SYS and AUTOEXEC.BAT files may have to be updated).

2. **Booting into MS-DOS 7.0:** Go to the **Start\Shutdown** menu from the taskbar and then select the **Restart the computer in MS-DOS mode?** option.

**Advantages:** SETSOUND works reliably. Avoids potential conflicts between Windows 95 display and sound drivers and the DOS drivers used by the Zork Nemesis game.

**Disadvantage:** On systems with Windows 95, your "old style DOS" CD-ROM and Mouse drivers may not be installed, and you may be unable to access the CD-ROM drive or the mouse. You may need to manually load the drivers by examining your AUTOEXEC.BAT file for the correct command lines, and then entering them at the DOS command prompt. .

3. **Entering a "DOS Box":** This is a term for running the game from the MS-DOS Prompt application in Windows 95. Select the **Start\Programs\MS-DOS Prompt** from the Windows 95 taskbar.

**Advantages:** Guarantees that the CD-ROM driver and the mouse driver are available (without a need to load old-style 16-bit drivers). The virtual memory available to Windows 95 can also be used by the game (this improves the performance of the game).

**Disadvantages:** There is a potential for DMA or IRQ conflicts between the resources allocated by the Windows 95 Resource Manager and the resources detected by the DOS setup programs. On some systems (we have seen this on some Hewlett Packard computers), the VESA BIOS calls are not supported in the DOS Box (although they are supported when booting into DOS).

## Performance Tips

1. On systems with more than 8 MB RAM, use SMARTDRV for smoother movie playback and faster image loading.
2. On systems with 8 MB RAM, you can try to start the game from the Windows 95 DOS Prompt. This will take advantage of virtual memory and SMARTDRV, resulting in smoother movie playback and faster image loading.
3. Make sure that your sound card is configured for 16-bit stereo sound. All of the game sounds are stored as 16-bit RAW files. Playing these RAW files on 8-bit cards will require time consuming conversions, resulting in choppy movie playback and poor sound quality.

## Video Card Problems

### I have yellow lines running down my screen. What do I do about them?

At the command prompt, type **ZORKDOS /16** to run the game in true 16-bit video mode.

## Game Updates and Patches

If it becomes necessary to update your game, you can download game updates from our web page at <http://zork.activision.com/download.html>. Directions for each update are available on the Web Site and/or are enclosed in the patch itself. You can also download them from our FTP Site at <ftp.activision.com>.

For additional assistance, please contact [Activision Customer Support](#).





# Tips & Troubleshooting: Online Features

## Modem Issues

To find out your modem speed, select the **Modem** icon in the Control Panel, and double-click to open it. Click **Properties** to display your modem properties. Under Maximum Speed, check to see the maximum speed your modem can connect at. The maximum speed should equal or exceed 14,400. You can also refer to your modem documentation for assistance.

Note that the actual connection speed of your modem may differ from its rated speed due to incompatibilities between different makes of modems and telephone line noise.

Once you connect, you should see a modem icon with a green and a red light display in your taskbar. You can check how fast your actual connection speed is by double-clicking on this icon.

### To check your connection speed while online:

1. Press **Ctrl+Esc** to bring up the Windows 95 taskbar.
2. Double-click the **modem** icon on the taskbar to display your connection speed.

There are chipset incompatibilities between certain high speed modems that prevent effective connection at speeds greater than 9600 bps, even though both modems may support faster speeds. If you have trouble connecting to a specific make of modem, contact your modem manufacturer for more information.

### I minimized my browser, how do I get it back?

Press **Ctrl+Esc** to bring up the taskbar, and click the Icon for your browser, or press **Alt+Tab** until the icon for your browser is highlighted.

## AutoDialers

In order to have your web browser and *Zork Nemesis*, automatically connect to the Internet whenever you launch them you must have an AutoDialer such as the one included with Microsoft's Plus Pack or Internet Explorer 2.0.

1. Once you have verified you have an AutoDialer:
  - a. Click on the Start bar, Setting, Control Panel.
  - b. Double click on the Internet Icon.
  - c. Make sure your Use AutoDial box is checked and your service provider is selected from the drop down menu in Settings.

Optional : You can set your Internet connection to automatically disconnect after a preset amount of inactivity (Default is 20 Minutes).

### What do I do if I don't have an AutoDialer?

You can still take advantage of the online benefits of *Zork Nemesis*, by manually connecting prior to clicking on the Zork Online button.

1. Go to the **Start** menu on your taskbar, select **Settings\Control Panels**.
2. Double click your Internet Service Providers connection and choose **Connect**.
3. Once connected, start *Zork Online*.

Can't Start Browser

No DNS Entry Found

Can't Connect to the Web

## **Tips & Troubleshooting: Sound (Windows 95)**

### **Installing a New Sound Card**

**I just installed a new sound card. How come I'm not getting any sound?**

### **Changing Your Sound Setup**

**I have only partial or no sound when running the game.**

**I have an Advanced Gravis UltraSound ACE and I am experiencing severe lock-up problems.**

**The volume levels of my music, sounds effects or game voices are too low for me to hear. What can I do?**

**Why is the sound fuzzy on my Sound Blaster Pro 2 sound card?**

**The background music sounds fine, but other sounds in the game are strange and computerized. Is it supposed to be that way?**

## **Tips & Troubleshooting: Video (Windows 95)**

**I noticed you have new video drivers on the Disk II. Why are they there?**

**How do I set my display to High Color (16 Bit)?**

**Updated Video Drivers for DirectX**

**Video Driver Settings**

**I installed a new video card, and the game doesn't look right. What do I do?**

**My cursor disappears under the game screen?**

**I've installed the game, and DirectX setup completed correctly. When I launch *Zork Nemesis* from the title screen or from the taskbar, my screen stays blank and the game doesn't start. What should I do?**

**Game Graphics Are Faded or Strange in Appearance**

# Tips & Troubleshooting: Windows 95

Activision thoroughly tests its games on a variety of systems before they are released, but it is virtually impossible to test on all combinations of software and hardware. Many of the issues you may encounter in Windows 95 are caused by device drivers for video cards, sound cards and CD-ROM drives that are not fully compatible with the Windows 95 operating system. The following troubleshooting tips are intended to assist you in solving some of the common issues that occur with the Windows 95 operating system and *Zork Nemesis*.

## **General Issues**

### **Installation**

### **Online Features**

### **Sound**

### **Video**

### **Input Devices**

### **AutoPlay**

### **DirectX**

## **Game Updates and Patches**

If it becomes necessary to update your game, you can find game updates on our web page at:

<http://www.activision.com>  
or  
<http://zork.activision.com>

or at our FTP site:

<ftp.activision.com>.

Please E-mail all questions to our internet mailing address:

[support@activision.com](mailto:support@activision.com)

All trademark and registered trademark names are properties of their respective owners, and are used for illustration only.

## Tips & Troubleshooting

Activision thoroughly tests its games on a variety of systems before they are released, but it is virtually impossible to test on all combinations of software and hardware. The following troubleshooting tips are intended to assist you in solving some of the common issues that occur with the Windows 95 and DOS operating systems and *Zork Nemesis*.

### **Windows 95**

### **MS-DOS**

### **Quick Solutions: Top Questions Answered**

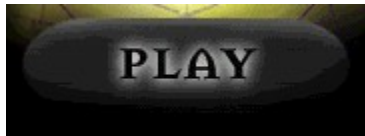
### **Modifying the game's configuration to improve performance (Windows 95/DOS)**

## Title Screen Button Functions (Windows 95)

These buttons appear only in the Windows 95 version of the game.



Click this button to start the Zork Nemesis installation process.



Once installed, click this button to begin playing *Zork Nemesis*.



Click this button to close the title screen and exit *Zork Nemesis*.



Click this button to access the **Uninstall**, **Zork Nemesis Help**, **Electronic Registration** (US and Canada only), **About Activision**, and **Add Online/Zork Online** buttons.



Click this button to uninstall all Zork Nemesis files from your computer.



Click this button to view helpful Tips & Troubleshooting information.





Click this button to electronically register your copy of *Zork Nemesis* using your modem (US and Canada only).



Click this button to view information on how to contact us.



Click this button if you want to find out how to add the online component to Zork Nemesis. This button will change to **Zork Online** once the online setup process has been completed.

## To Check Your Display Type Settings

If you are not sure of the type and capabilities of your video card, follow the steps below to find out what is currently in your system. Once you know what type of video card is in your system, please consult the [Vendor List](#) for the company that manufactures it. There may be information included in this file on newer DirectX-compatible drivers, or you can contact the [Technical Support](#) department of the company that manufactures your video card for assistance.

1. Place your mouse cursor over an empty area of your desktop and click the right button on your mouse. At the bottom of the list that appears, click on **Properties**. This will bring up the Display Properties window. You can also bring this window up by clicking on the **Display** icon in the Control Panel.
2. Click on the **Change Display Type** button.

A rectangular button with a light blue gradient and a thin border, containing the text "Change Display Type..." in a small, dark font.

3. Under **Adapter type** in the window that appears, make sure that the adapter type is appropriate for your video card.
4. If you are still having problems with your video card at this point, consult the manual for your video card or the [Vendor List](#) in this document for information on how to contact [Technical Support](#) for your video card.

# Toshiba

## Contact Information:

### Online Services:

World Wide Web: <http://www.toshiba.com>

### Phone Contacts in the U.S.:

Technical Support: 800-999-4273

Technical Support: 714-859-4273

BBS: 714-837-4408

415-656-5159

### Available Phone Contacts Outside the U.S.:

None available. Please contact your local retailer.

# Trident Microsystems Inc.

## Known Problems:

### 9440 Video Cards

Cards based on the 9440 chipset need to be updated to the absolute latest video drivers to work properly with DirectX. Check out Trident's web site for details on these new drivers.

### 8900c Video Card

This card was found to be incompatible with DirectX, even when using the latest Windows 95 drivers. We suggest using the DOS version of the game if you own this video card until Trident releases DirectX compatible drivers for Windows 95 for this card.

### TVGA 8900 Series DOS VESA Support

SVM.EXE, a utility supplied by Trident, will test all of the video modes supported by this card. Running VESA or VESA -F from the directory where the video drivers are installed will enable VESA support for these cards. Most of these cards manufactured after January 1993 have this support within the BIOS.

## Contact Information:

### Online Services:

World Wide Web: <http://www.trident.com.au/>

### Phone Contacts in the U.S.:

Technical Support: 415-335-1179

BBS: 415-691-1016

### Available Phone Contacts Outside the U.S.:

None available. Please contact your local retailer.

# Tseng Labs

## Contact Information:

### Online Services:

None Available

### Phone Contacts in the U.S.:

Technical Support: 215-968-0502

Fax: 215-860-7713

BBS: 215-579-7536

### Available Phone Contacts Outside the U.S.:

Technical Support:

Germany 49-00-004-9

Belgium 2-716-50-00

For other countries, please contact your local retailer.

# Turtle Beach

## Contact Information:

### Online Services:

Internet E-mail: [support@tbeach.com](mailto:support@tbeach.com)  
FTP Site: <ftp.tbeach.com>  
World Wide Web: <http://www.tbeach.com>

### Phone Contacts in the U.S.:

Technical Support: 717-767-0300  
Support Fax: 717-767-0303  
Faxback: 717-767-0309  
BBS: 717-767-0250 (up to 21.6K bps, 8 data bits, no parity, 1 stop bit)

### Available Phone Contacts Outside the U.S.:

Technical Support  
Switzerland 22-347-1181

For other countries, please contact your local retailer.

**URL:** Uniform Resource Locator. An addressing scheme used to link resources on the World Wide Web. Using URLs, a web browser can point to most resources on the net.

# Uninstalling Zork Nemesis

## I tried to uninstall the game, but it left most of the files on the hard drive when I did it. Why?

If you install the game and then move the folder manually to another location you will not be able to uninstall correctly. Please see the sections below for more details.

### How to Uninstall Zork Nemesis

The Uninstall option in *Zork Nemesis* allows the game to remove itself completely from your hard drive. From the **Start** button go to **Programs/Zork Nemesis/Zork Nemesis Uninstall** and follow the UnInstaller instructions.

**NOTE:** You should always uninstall the game with the UnInstaller provided.

If you remove the game from your hard drive by dragging your Zork Nemesis folder to the Recycle Bin, certain files may be left behind causing problems with a later reinstallation of the game. In order to completely remove all Zork Nemesis files from your computer, complete the following steps:

1. Make sure you have deleted the entire directory to which you installed *Zork Nemesis*.
2. Remove *Zork Nemesis* from the **Start** menu.
  - a. Go to the **Settings/Taskbar** from the **Start** menu.
  - b. Select the **Start Menu Programs** tab.
  - c. Click the **Remove** button.
  - d. Highlight and then delete the entire **Zork Nemesis** entry.
3. You must clean up the Windows 95 Registry, in order to be able to reinstall *Zork Nemesis* again.
  - a. Go to the **Start** menu on your taskbar, select **Run** and click.
  - b. In the Run dialog box, type **REGEDIT** and click on the **OK** button.
  - c. Once REGEDIT is open, select the entry called **HKEY\_LOCAL MACHINE**.
  - d. Click on the key **SOFTWARE**. If you have any other Activision programs installed, open the Activision folder and delete only the **Zork Nemesis** folder. Otherwise, delete the entire item called **Activision**.



## Using Your Inventory

In Zork Nemesis, there are many items that you can pick up and carry around with you for use later in the game. When you pick up an item, it is placed in your inventory. A picture of the item takes the place of your normal navigation cursors (which are described below).

You can review all of the items in your inventory by clicking the right mouse button. As you click, you will cycle through your inventory items one by one, eventually returning to the navigation cursor. Although you can explore the world of Zork Nemesis with an inventory item as the active cursor, we strongly urge you to explore with the navigation cursors, to take advantage of the additional information these cursors provide about your environment.

To use an item from your inventory, click the right mouse button until the picture of the item appears as the active cursor. You can then position the inventory item in the appropriate location and click the left mouse button to use it.

**Picking up an object:** Click on your left mouse button once. After you pick something up, your next right-click will reactivate your idle arrow.

**Using an object in your inventory:** If you find something that you believe will work with an object in your inventory, cycle through your inventory until that object is visible. If it becomes highlighted, click once on your left mouse button to attempt to use the object.

**To change your active item:** Click your right mouse button.

**To cycle through your inventory items:** Keep clicking your right mouse button.

Note: In some instances you can swap similar items by double-clicking on a new item when you are already carrying another item. For example, if you are carrying a violin and you come upon a nambino, you can click on the nambino to pick it up and the violin will be placed where the nambino was positioned.

## Using the Mouse in Zork Nemesis

There are several different kinds of cursors that will help you navigate through the world of Zork Nemesis.

### Left Mouse Button

The left button is used for all game-related activities. During different parts of the game, the left button performs different functions:



**Active Arrow:** The Active Arrow indicates that you have touched an area where interaction is possible. While the Active Arrow is glowing, you can interact with the selected item or area by clicking the left mouse button. The Active Arrow may also appear to let you know that you can use an inventory item at the current location. When this occurs, look through your inventory for an appropriate item. If none of your items work, look around your environment for one that does.



**Idle Arrow:** The Idle Arrow is the default navigation cursor. It indicates that you cannot interact with the currently selected item or location. When you can interact with an item or location (i.e., open a door, press a button, etc.), the Idle Arrow will start to glow, becoming the Active Arrow.



**Pan Left and Right Arrows:** When you move your cursor to the left and right edges of your screen, a Pan Arrow will appear to let you know if you can pan left or right. As soon as the Pan Arrow appears, you will start to rotate in the direction of the arrow. The closer you move the Pan Arrow to the edge of the screen, the faster you will pan. It may take you a few minutes to get used to the sensation of panning, try to go slowly until you get the hang of it.



**Tilt Up and Down Arrows:** Tilting is just like panning except that you can do it vertically, as opposed to horizontally. Unlike panning, Zork Nemesis only lets you tilt in particular locations and up to a fixed amount (we wouldn't want you to fall over and hurt yourself!).



**Double-Headed Arrow:** Whenever you get to a place where you can tilt, a Double-Headed Vertical Arrow will appear. This is to tip you off that you can go to the top or bottom of your screen to get the Tilt Up or Down Arrow. When a Tilt Arrow appears, click the left mouse button. This will switch you from horizontal panning to tilting, allowing you to look up and down, and interact with objects above and below you. To switch back to the horizontal panning, repeat this process when you see the Double-Headed Horizontal Arrows.



**Forward Arrow:** The Forward Arrow lets you know that you can move forward, or that you can move in for a close-up of your current view by clicking the left mouse button. When you move in for a close-up, you will no longer be able to pan.



**Backward Arrow:** The Backward Arrow indicates that you can back up, or move out from a close-up, by clicking the left mouse button.



**Turnaround Arrow:** There are certain points in Zork Nemesis where you cannot pan or move backward with the Backward Arrow—all you can do is turn around. In these situations, you will see the Turnaround Arrow. Click the left mouse button to turn around.



**Drag Hand:** There are some objects in the game, such as levers, that you must pull, push or otherwise move around. When you come across one of these objects, you will see the Drag Hand cursor. Move this cursor over the object and click the left mouse button, holding the mouse button down. While you hold the left mouse button down, you can drag the selected object.



**Pick-Up/Put Down Hand:** When you discover an item that you can pick up and place in your inventory, the Pick-Up/Put Down Hand cursor will appear. Click on the left mouse button to pick up the item and place it in your inventory. You can also drop items from your inventory in certain locations. When you see the Pick-Up/Put Down Hand cursor in a place where there are no items to pick up, it means that you can drop an item from your inventory. Just click the right mouse button until the picture of the item you want to

drop becomes the active cursor, then click the left mouse button to drop it. Note that only certain items can be left in certain places.

**NOTE:** When a cursor has a glowing red dot, this indicates that *Zork Nemesis* is responding to your click or interaction.

## **Right Mouse Button**

In *Zork Nemesis*, there are many items that you can pick up and carry around with you for use later in the game. When you pick up an item, it is placed in your inventory. A picture of the item takes the place of your normal navigation cursors (which are described below).

You can review all of the items in your inventory by clicking the right mouse button. As you click, you will cycle through your inventory items one by one, eventually returning to the navigation cursor. Although you can explore the world of *Zork Nemesis* with an inventory item as the active cursor, we strongly urge you to explore with the navigation cursors, to take advantage of the additional information these cursors provide about your environment.

To use an item from your inventory, click the right mouse button until the picture of the item appears as the active cursor. You can then position the inventory item in the appropriate location and click the left mouse button to use it.

**Picking up an object:** Click on your left mouse button once. After you pick something up, your next right-click will reactivate your idle arrow.

**Using an object in your inventory:** If you find something that you believe will work with an object in your inventory, cycle through your inventory until that object is visible. If it becomes highlighted, click once on your left mouse button to attempt to use the object.

**To change your active item:** Click your right mouse button.

**To cycle through your inventory items:** Keep clicking your right mouse button.

Note: In some instances you can swap similar items by double-clicking on a new item when you are already carrying another item. For example, if you are carrying a violin and you come upon a nambino, you can click on the nambino to pick it up and the violin will be placed where the nambino was positioned.

**VESA:** Video Electronics Standards Association.

**VLB:** VESA Local Bus. A high-speed bus for graphics cards that provides better video performance on high-end machines.

## Vendor List

We have tried to include the most up-to-date contact information for major manufacturers of software, computers, video cards, sound cards and other peripheral devices. We include this information to assist you in quickly diagnosing any compatibility problems with hardware or software in your system. In each vendor's section, we also try to include Tips & Troubleshooting information on issues we are aware of with their products and the fastest solution to those issues.

Activision has made every effort to ensure that this information is correct. However, you may want to consult the documentation included with your computer, software, video card, sound card, CD-ROM drive, or other peripheral devices for more up-to-date information from each company.

**For Customers Outside the US:** Where possible, we have included international contact information. If there is no contact in your country, please refer to the documentation included with your hardware or contact your local vendor. You may also call the US or other international phone numbers. US numbers beginning with "800" can only be reached from within the US.

### Specific Lists

[System Manufacturers List](#)

[Sound Card Manufacturers List](#)

[Video Card Manufacturers List](#)

[CD-ROM Drive Manufacturers List](#)

[Internet Service Provider/Web Browser Manufacturer List](#)

<b>Manufacturer</b>	<b>Products</b>
<a href="#">Acer America</a>	Computers
<a href="#">AdLib Multimedia, Inc.</a>	Sound cards
<a href="#">Advanced Gravis</a>	Joysticks, sound cards
<a href="#">Advanced Integration Research</a>	Video cards
<a href="#">AST Computers</a>	Computers
<a href="#">ATI Technologies Inc.</a>	Video cards, sound cards
<a href="#">Aztech Labs</a>	Sound cards
<a href="#">Boca Research Inc.</a>	Video cards, sound cards, modems
<a href="#">Cardinal Technologies</a>	Video cards, sound cards, modems
<a href="#">Cirrus Logic</a>	Video cards, modems
<a href="#">Colorgraphic Communication</a>	Video cards
<a href="#">Compaq Computer Corporation</a>	Computers
<a href="#">Creative Labs</a>	Video cards, sound cards, modems
<a href="#">CSS Laboratories, Inc.</a>	Video cards
<a href="#">Dell Computers</a>	Computers
<a href="#">Diamond Multimedia Systems Inc.</a>	Video cards, sound cards
<a href="#">Epson America</a>	Computers
<a href="#">Gateway 2000</a>	Computers
<a href="#">Genoa Systems</a>	Video cards
<a href="#">Hercules Computer Technology Inc.</a>	Video cards
<a href="#">Hitachi</a>	Computers
<a href="#">IBM</a>	Computers
<a href="#">Intel</a>	Video cards, sound cards, modems
<a href="#">Liberty Electronics USA</a>	Video cards

<u>Logitech</u>	Sound cards, input devices
<u>Matrox Graphics, Inc.</u>	Video cards
<u>Media Vision</u>	Sound cards
<u>Metheus Corporation</u>	Video cards
<u>Microsoft</u>	Operating systems, sound cards
<u>Mitsubishi</u>	CD-ROM drives
<u>Mitsumi</u>	CD-ROM drives
<u>NEC</u>	Computers
<u>Number Nine Visual Technology</u>	Video cards
<u>Oak Technology</u>	Video cards, sound cards
<u>Orchid Technology Inc.</u>	Video cards
<u>Packard Bell</u>	Computers
<u>Panasonic</u>	CD-ROM drives
<u>Paradise</u>	Video cards
<u>Reveal</u>	Video cards, sound cards
<u>Sigma Designs</u>	Video cards
<u>Sony</u>	CD-ROM drives
<u>STB Systems</u>	Video cards
<u>Swan Technologies, Inc.</u>	Computers
<u>Tandy Computer</u>	Computers
<u>Teac</u>	CD-ROM drives
<u>Toshiba</u>	Computers
<u>Trident Microsystems Inc.</u>	Video cards
<u>Tseng Labs</u>	Video cards
<u>Turtle Beach</u>	Sound cards
<u>Western Digital</u>	Video cards
<u>Willow Peripherals</u>	Video cards
<u>Zenith Data Systems</u>	Computers, CD-ROM drives



## Video Card Manufacturers List

<a href="#"><u>Advanced Integration Research</u></a>	Video cards
<a href="#"><u>ATI Technologies Inc.</u></a>	Video cards, sound cards
<a href="#"><u>Boca Research Inc.</u></a>	Video cards, sound cards, modems
<a href="#"><u>Cardinal Technologies</u></a>	Video cards, sound cards, modems
<a href="#"><u>Cirrus Logic</u></a>	Video cards, modems
<a href="#"><u>Colorgraphic Communication</u></a>	Video cards
<a href="#"><u>Creative Labs</u></a>	Video cards, sound cards, modems
<a href="#"><u>CSS Laboratories, Inc.</u></a>	Video cards
<a href="#"><u>Diamond Multimedia Systems Inc.</u></a>	Video cards, sound cards
<a href="#"><u>Genoa Systems</u></a>	Video cards
<a href="#"><u>Hercules Computer Technology Inc.</u></a>	Video cards
<a href="#"><u>Intel</u></a>	Video cards, sound cards, modems
<a href="#"><u>Liberty Electronics USA</u></a>	Video cards
<a href="#"><u>Matrox Graphics, Inc.</u></a>	Video cards
<a href="#"><u>Metheus Corporation</u></a>	Video cards
<a href="#"><u>Number Nine Visual Technology</u></a>	Video cards
<a href="#"><u>Oak Technology</u></a>	Video cards, sound cards
<a href="#"><u>Orchid Technology Inc.</u></a>	Video cards
<a href="#"><u>Paradise</u></a>	Video cards
<a href="#"><u>Reveal</u></a>	Video cards, sound cards
<a href="#"><u>Sigma Designs</u></a>	Video cards
<a href="#"><u>STB Systems</u></a>	Video cards
<a href="#"><u>Trident Microsystems Inc.</u></a>	Video cards
<a href="#"><u>Tseng Labs</u></a>	Video cards
<a href="#"><u>Western Digital</u></a>	Video cards
<a href="#"><u>Willow Peripherals</u></a>	Video cards

## Video Driver Settings

DirectDraw cannot function unless the correct video drivers for your video card are installed. In certain cases, however, Windows 95 will function correctly without the correct video drivers installed. As a result, it may be difficult for you to diagnose a video driver problem that is preventing *Zork Nemesis* from running. Always check that you have the correct video driver installed for your video card.

## **The volume levels of my music, sounds effects or game voices are too low for me to hear. What can I do?**

Check your speakers to see if the volume can be turned up. This is the easiest solution. Your sound card may have a volume or mixer utility that can raise the volume of your sound output. Finally, some sound card models have a volume knob in the back. Consult your sound card manual for more information.

# Willow Peripherals

## Contact Information:

### Online Services:

Internet E-mail: [peripherals@willow.com](mailto:peripherals@willow.com)  
World Wide Web: <http://willow.com/peripherals>

### Phone Contacts in the U.S.:

Technical Support: 800-444-1585  
Phone: 718-402-0203  
Fax: 718-402-9603  
BBS: 718-993-2066

### Available Phone Contacts Outside the U.S.:

None available. Please contact your local retailer.

## Windows NT

The current version of Microsoft Windows NT does not support DirectX, a major component of *Zork Nemesis*; therefore it is not compatible. You may be able to run the DOS version of the game under Windows NT, but so far this has not been extensively tested. Please see [Supported Operating Systems](#) for more information.

# Zenith Data Systems

## Known Problems:

The Zenith Z-Player portable CD-ROM drive for laptop PCs has a known problem with *Zork Nemesis*. As of the version 1.0 beta driver release for Windows 95, MIDI Synthesis doesn't function properly, so MIDI files will not play. Attempting to play MIDI files may cause system instability, including system lock-up. Later releases of the Z-Player drivers for Windows 95 should correct this problem. Please contact Zenith for updates and further information.

## Contact Information:

### Online Services:

E-Mail:	zed@zds.com
CompuServe:	GO ZDSFORUM
The Microsoft Network:	GO ZDS
World Wide Web:	<a href="http://www.zds.com">http://www.zds.com</a>
Mail:	Zenith Data Systems 2150 East Lake Cook Road Buffalo Grove, IL 60089

### Phone Contacts in the U.S.:

Telephone:	800-416-7591
Telephone (TDD):	800-316-3207 (M-F, 8:00am to 4:30pm Central Time)
Fax:	800-582-8194
BBS:	708-808-2264 - 14,400 bps

### Available Phone Contacts Outside the U.S.:

None available. Please contact your local retailer.

## Zork Nemesis Test Team

### Zork Nemesis Test Team Observations

"I just can't believe one act could be so evil it could curse the whole world..." (Intro Movie)  
Unknown Tester

"I wonder what George Hamilton is giving Malveaux an award for?" (Picture in Malveaux's Office) John Cibulski

"Geez...I hope that's not silk." (Sophia/Kaine bathtub movie) Jason Wong

"If you need a hint, touch me on my...are you sure...really...OK" Scot Kramarich

"The movie of Malveaux, naked and being smeared in marmalade, is chunky and digitized...can we fix that?" Robert Berger

"So does Ying replace Sophia as headmistress of the School for Girls?" Brian C. Diggs

"Hey, somebody show me how to get into the temple." Marc Turndorf

"That doesn't look like Fozzie? Wait, what game is this?" Marty Stratton

"Where's Shanghai?" Chris Crowder

"Hey, how much did we pay Michael Jackson to be in the opening movie?" Steve Mau

"The monkeys ate the vinyl roof? Wow." Judith Chlipala

"That's the difference between cheesy versus tacky. Exit." Nadine Theuzillot

"I wonder what my apartment looks like." John Harris

"I haven't seen gas that colorful since my Uncle on Thanksgiving." Kip Stolberg



**Kudos to William Westwater, the Zork Nemesis QA Project Lead.  
"I'm not really sleeping, I'm just thinking."**





