IBM and Compatibles CD-ROM Data Card

DARK LEGIONS™

READ ME FIRST!

Hi! We know you're anxious to begin playing DARK LEGIONS, but before you do, please be sure that your system meets the following minimum system requirements:

- 486DX/33 MHz IBM PC or compatible
- 4 MB of RAM (8 MB recommended)
- MS-DOS 5.0 – 6.22
- An Uncompressed hard drive with **35 MB** of **free** space
- VGA graphics with a Color VGA Monitor (1 MB RAM recommended)
- A 100% Microsoft (or Logitech) compatible mouse
- Microsoft Mouse driver version 9.00 +, or Logitech Mouse driver version 6.00+
- CD-ROM drive with 350 ms access and 150 KB transfer rate

The minimum amount of free base RAM required is:

573,440 BYTES OF FREE BASE RAM
2,800,000 BYTES OF FREE XMS

Note: hard drive size and total system memory available have no bearing on free RAM. Follow the directions below to determine if you have enough available memory to run the game.

CHECKING FREE BASE MEMORY

Each game included with this compilation has different requirements of free base RAM to run. The requirement for each game is listed under the specific title information. To check your free base RAM, type **MEM** from within the DOS directory. The free base RAM is listed as "LARGEST EXECUTABLE PROGRAM SIZE." Compare the listed amount to the amount of free memory required by the game. Also listed is "FREE EXTENDED MEMORY" (or free XMS). If your amount is lower than the game requires, follow the instructions for making a "boot disk" given under the "Memory" section of this data card, or free up additional memory (see the Memory Management section of your DOS manual) before continuing.

WINDOWS® 95 DISCLAIMER

These products were developed before Windows 95 was released and have not been compatibility tested with the Windows 95 operating system. If you have Windows 95 installed on your machine and there are problems running the game, you may need to boot up under an MS-DOS operating system, or make a boot disk using an MS-DOS version between 5.0-6.22. Please contact SSI Technical Support if you require assistance after you have attempted to make a boot disk.

INSTALLING THE GAME

The CD that comes with the game is in a compressed format, and must be installed before you can begin play.

1. To install a game, place the CD in your drive. Be sure this drive is the active drive. (For example, to make drive D the active drive, type **D:** and then press Enter.
2. Type **INSTALL** and press Enter. You will be prompted to make a selection as to which of the five games you would like to install. A screen listing basic system information is displayed. If the install program detects any unmet system requirements, the problem areas will be highlighted in red. Clicking on any item (or typing the corresponding item number) displays additional information and/or help for that item.
3. Follow all on-screen prompts.

If you experience problems during installation, please refer to the "Troubleshooting" section. Additional information regarding memory, sound, video, and mouse setup can be found there as well.

STARTING A GAME

1. Boot your system normally with MS-DOS 5.0 - 6.22.
2. Be sure that the hard disk containing the game is the active drive.
3. Change the current directory to the game's directory. For example, to change to the default directory of DARK LEGIONS, type **CD\DLEGIONS.**
4. Type **DL** and press enter to start the game.

For complete and specific "how to play" information, please refer to the manual on the CD. Critical information is included in the README.TXT file on the CD. Some changes were made too late to include in this data card. Please read the README.TXT file on the disk before playing DARK LEGIONS

SMARTDRIVE

Smartdrive is recommended for DARK LEGIONS; using it improves animation quality. Other cache systems have not been tested and are not recommended. If you have a 4 MB machine, you must reconfigure Smartdrive to utilize only 256k in order to have enough memory, but even at this setting, you will see improvements. See your MS-DOS manual for more information on setting up Smartdrive.

SAVED GAMES

The hard drive space needed for DARK LEGIONS saved game files is automatically allocated during the initial install process, so there is no additional space required for saved games beyond that noted under minimum system requirements.

TO VIEW THE GAME RULE BOOKS AND NOTES

The DARK LEGIONS CD includes the rule book in text format (**.txt**) as well as Portable Document File(**.pdf**) format.The text version can be read using any ASCII text reader/editor. The **.pdf** files are read by a program called Adobe Acrobat™. Adobe Acrobat can be installed when "Install Reference Manuals" is selected from the install menu.

TO VIEW THE GAME RULE BOOKS AND NOTES (continued)

After you have installed one or more manuals, the installer gives you the chance to install Adobe Acrobat™ to your hard drive. (At one point during the install, Adobe Acrobat™ will ask for permission to modify Config.sys and Autoexec.bat files, we strongly recommend that you tell it to "skip this step").

To view game documentation using Adobe Acrobat:

1. Move to the corresponding Adobe Acrobat directory (default is C:\acrodos).
2. Type **ACROBAT** and press Enter.
3. When the program begins, an OPEN FILE menu is displayed. To view the game rule book, select the DARK.PDF file, to view this datacard file select DARKDC.PDF.
4. Control icons for the Acrobat Reader program can be seen at the top of the screen. You can navigate through the documentation by using the arrow icons; to customize your view size for a page, use the magnifying glass icons.
5. You can print the entire document or custom sections by selecting PRINT from the FILE pull-down menu.

NOTE: For more detailed information on using Acrobat™ Reader, pull down the HELP menu and select "Acrobat Reader Help," or open the HELPREAD.PDF file.

TROUBLESHOOTING

This section provides you with several easy steps to solve some common problems.

MEMORY

DARK LEGIONS: requires 573,440 bytes of free base memory and 2,677,760 bytes of free extended memory to run.

Read the front page of this data card to find out how to check your free RAM. If you do not have enough free base memory, the game may tell you in the form of an error message or it may crash after startup or during play. Not having files and buffers set correctly for the program can result in corrupted data in saved games.

HOW TO MAKE A BOOT DISK

You can free more memory without changing your normal system configuration by creating a boot disk. A boot disk is the best way to temporarily change your system's configuration without possible side effects.

To make a pre-configured boot disk from the install program:

1. Place a blank disk in your A: drive. (Note: It must be your A: drive.)
2. Place your DARK LEGIONS CD into your CD-ROM drive.
3. Change the active drive to the CD-ROM drive (usually D:) by typing **D:** and press Enter.
4. Type **INSTALL BOOT** and press Enter.
5. Follow the on-screen prompts until you see the message "Boot Disk Creation Successful."
6. Add the appropriate CD-ROM (and, if applicable, sound card) drivers to your boot disk. These are in the C:\CONFIG.SYS and C:\AUTOEXEC.BAT files or hardware manuals.

Note: Your sound card may require sound drivers to be loaded on the boot disk. Please consult your sound card's manual for the necessary drivers.

To Start a Game with This Boot Disk:

1. Place your boot disk in your A: drive.
2. Reboot your machine (**Ctrl-Alt-Del** on the keyboard, or hit the reset button).
3. Be sure that the hard disk containing the game is the active drive.
4. Change the directory to the game's directory. For example, to change the default directory type **CD\DLEGIONS** and press Enter.
5. Type **DL** and press Enter to start the game.

This procedure works for most systems. Certain conditions, however, may prevent our programs from successfully creating a boot disk for your particular system setup (a nonstandard mouse driver or operating system other than MS-DOS, for example). If you experience problems using this procedure, try the manual boot disk procedure below. (Note: This procedure may not work with PS/1s or laptops.)

To Create a Boot Disk Manually:

1. Place a floppy disk in drive A: (note that it must be in drive A:).
2. From the C: prompt type **FORMAT A:/S** and press Enter.
3. Go to the A: drive by typing **A:** and press Enter.
4. Type **EDIT CONFIG.SYS** and press Enter. When the blue screen appears type in the lines just as they appear in the sample CONFIG.SYS on the next panel. Save this file (it already has a name), then exit.
5. Type **EDIT AUTOEXEC.BAT** and press Enter. When the blue screen appears type in the lines just as they appear in the sample AUTOEXEC.BAT on the next panel. Save this file (it already has a name), and exit.

Sample files:

CONFIG.SYS	AUTOEXEC.BAT
DEVICE=C:\DOS\HIMEM.SYS	PATH=C:\;C:\DOS;C:\MOUSE
DOS=HIGH,UMB	PROMPT PG
DEVICE=C:\DOS\EMM386.EXE NOEMS	LOADHIGH MOUSE
FILES=25	C:
BUFFERS=25	CD\DLEGIONS

IMPORTANT: Be sure to include the necessary CD and sound card drivers in the appropriate files. Refer to your respective CD and sound card manuals, or original CONFIG.SYS and AUTOEXEC.BAT files, for the correct names and locations of the drivers required.

Additional drivers will be required for some sound cards. For example, the Pro Audio Spectrum 16 card requires a line resembling the following:

    DEVICEHIGH=C:\PROAUDIO\MVSOUND.SYS D:3 Q:7 S:1,220,1,5M:0 J:1

VIDEO CARDS

DARK LEGIONS was tested on the following specific video cards: *ATI Ultrapro 2MB; ATI VGA Wonder Plus; Cirrus Logic CL VLB; Diamond Stealth Pro; Diamond Stealth VRAM; Diamond Stealth 24 VLB; Diamond Viper VLB; Expert TopVGA; Glock-VGA+; Orchid Prodesigner II; Spider VLB; STB Power View; Trident 9000; Western Digital 903.*

Note: Video cards with 512k memory are not recommended — you may experience minor graphics problems using these cards (although this should not affect gameplay).

SOUND CARDS

DARK LEGIONS is supported by the following sound cards: *SoundBlaster Pro 16 ASP; SoundBlasterPro III; SoundBlaster Pro II; SoundBlaster Pro I; SoundBlaster Regular; Soundscape, General Midi; Roland SCC-1/MPU 401, General Midi; Waveblaster, General Midi; Media Vision PAS 16.*

*The Dark Legions update v.1.1 adds: Ultrasound; Awe-32; Ensoniq Soundscape; and ESS 488/688 chipset support.*The patch for this version is included on the CD and can be found in the PATCH directory.

If you are experiencing problems with your sound card, try running the diagnostic software that comes with your card to check your current IRQ, DMA, and port settings. Eighty percent of all sound card problems are due to mistaken configurations. If you are running a sound card that is not listed above, or are running a sound card in an emulation mode, your results may not be optimal. These games were tested only on the listed cards.

If you are experiencing problems with a game, try configuring the game for No Sound. If the game will now run normally (but without sound, of course), then you probably need to reconfigure your sound. Type SOUND at the game directory, choose "NO" when asked to accept the default settings, correct the IRQ setting, and try starting the game again. If your game still will not run, consult the manual that came with your sound card for diagnostic procedures. Ensoniq Soundscape Users: You may experience occasional minor sound problems.

MOUSE SETUP

If your mouse is not functioning, you should make sure the driver has been loaded. Windows and other programs of its type have built-in mouse drivers that do not function outside of their environment. Loading a mouse driver may be as simple as typing MOUSE (and pressing Enter) before starting the game. Since the command differs from mouse to mouse, consult your mouse user's guide.

If your mouse is acting erratically, it may be due to an old mouse driver for your mouse, or it may not be fully Microsoft or Logitech compatible. Check with the mouse manufacturer for an updated driver.

CONTACTING SSI TECHNICAL SUPPORT

If you are having problems, please consult the "Troubleshooting" section of this data card before calling technical support. We have a staff of technical support specialists ready to help you with any problem you may encounter with the game. If your problem is due to your system configuration they will tell you of the game's requirements and suggest some possible solutions.

Because of the millions of different hardware and software combinations possible with today's PCs, **you may still have to consult with your computer dealer, hardware manufacturer, or software publisher in order to properly configure their product to run with our game.**

If at all possible, be near your computer when you call. The technical support specialist will need specific information about your machine and may need you to access or change some files while you are on the phone. If it is not possible to be near your computer, be sure to have the following information:

CONTACTING SSI TECHNICAL SUPPORT (continued)

- A listing of all of your machine's hardware and its settings.
- The contents of your AUTOEXEC.BAT and CONFIG.SYS files.
- <u>All</u> the information listed after the MEM command (read the "To Check Your Free RAM" section for pertinent information).
- The current configuration of your game.

Our technical support number is (408) 737-6850. Our hours are 11 AM to 5 PM, Pacific time, Monday through Friday, holidays excluded. **ABSOLUTELY NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.**

If you cannot get through during our normal business hours, please fax our Technical Support Dept. at (408) 737-6814. Please include a printout of your CONFIG.SYS and AUTOEXEC.BAT files along with a complete description of the problem.

SSI BBS

We have a BBS containing patch files to update most of our products to the most current version, as well as product demos and new product announcements. If you have a 9600, 14.4K, 21.6K, or 28.8K baud modem, call (408) 739-6137. If you have a 1200, 2400, 9600, 14.4K, 21.6K, or 28.8K baud modem, call (408) 739-6623. Your communications software needs to be set to N,8,1 and your modem must be 100% Hayes compatible. Demos are not available to users with modem speeds under 9600 due to file size and download time.

Canadian customers using 2400—14.4K modems can call our Canadian Affiliate board, Instant Access, at (403) 473-9131, (403) 473-2025, or (403) 472-0178 for the latest updates/demos.

SSI ONLINE

Strategic Simulations, Inc. is currently represented on three online networks: CompuServe, GEnie, and America Online. We also maintain a home site on the World Wide Web. You can reach us on these networks as stated below.

World Wide Web
http://www.ssionline.com

America Online
E-Mail: Stratsim   (stratsim@aol.com)
SSI Files/Discussion are at Keyword: SSI

CompuServe
E-Mail: 76711,250   (76711.250@compuserve.com)
SSI Files/Discussion are at GOTO GAMAPUB

GEnie
E-Mail: SSI.TECH   (ssi.tech@genie.geis.com)
SSI Files/Discussion are in the Game Publishers Forum (Type SCORPIA)

CONTROL DURING COMBAT

DARK LEGIONS requires a mouse; however, combat requires a joystick (recommended), or keyboard.

Setting Up a Joystick

The game is set initially for keyboard use, in order to be compatible with users who do not have joysticks. Make sure your joystick is connected to an active port. Once you have started a game, go to the Options screen (see p. 30 of the Rule Book for more

information) and click the two buttons below Calibrate (on the right side) for Player 1 and, if necessary, Player 2, so that they say "Joystick." Then click the Calibrate button to set up your specific joystick. See the Troubleshooting section for more information.

Using the Keyboard

The default keyboard setting is as follows:

PLAYER ONE (LEFT SIDE)   PLAYER TWO (RIGHT SIDE, uses numeric keypad)

Move up:	w	Move up:	8
Move down:	x	Move down:	2
Move left:	a	Move left:	4
Move right:	d	Move right:	6
Button A:	space	Button A:	+
Button B:	s	Button B:	Enter

The KEYS option on the Options screen is provided for custom setup of the keyboard. The F2 and F4 keys allow you to set up custom configurations for player one and player two, respectively. The F1 and F3 keys show you the current configuration of the keys for player one and player two. The interface allows you to select a single key for more than one slot. Be careful to only pick one key for each slot. The F5 key sets player one and two's keys back to the default. The F10 key takes you back to the Options screen.

THE QUICK START GAMES IN DARK LEGIONS

The QUICK START option is recommended; each game shows off a different side of gameplay, and some games may offer new ideas to even experienced players. New players should try LIGHT-DARK-1, BALANCED-1, or ARENA-1 to get an initial feel for the game. For detailed descriptions of each game, see the README.TXT file.
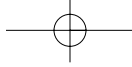
SAVING GAMES IN DARK LEGIONS

If there appears to be a problem when you attempt to save a game, try typing a name in anyway. You may find that the name enters normally, even though no cursor is present. Press Enter to finalize the name you entered.

JOYSTICK PROBLEMS WITH DARK LEGIONS

Ports: Your joystick(s) must be plugged into an active joystick port. Dual joystick ports are supported, but may need to be calibrated for your specific machine; see the manufacturer's manual for more information on calibrating your card. See the README.TXT file for more information on dual port troubleshooting. Splitter cables are also supported, but only with 2-button joysticks or multi-button joysticks configured for 2-button use; see the manufacturer's manual for more information on configuring your multi-button joystick.

JOYSTICK PROBLEMS WITH DARK LEGIONS(continued)

Removing Joysticks: Never attach or detach a joystick while your machine is on.

Calibration: If your joystick appears to be non-functional, or gives poor results, try calibrating it again using the Calibrate option on the Options Screen (see page 30 of the Rule Book for more information). You may need to reset your machine first.

Quick Start Games: Note that the game is set initially for keyboard use. Since each Quick Start game is a game in its own right, you must set up and calibrate the joystick for each Quick Start game individually.

ADDITIONAL FEATURES IN DARK LEGIONS

F1 Key: This toggles the view between the overhead and 3D views.

F2 Key: This key will turn the grid on and off in 3D mode.

Esc Key: This pauses combat.

RMB: The right mouse button can be clicked to end both the human player's animation and to hasten the computer player's animations. You may need to hold down the RMB briefly for the computer player, depending on machine specifications.

RULE BOOK ERRATA AND CLARIFICATIONS FOR DARK LEGIONS

Quick Start Games: Only one of the games is a 2-player game.

Agility: This attribute only affects combat.

Load/Save Army Buttons: Left-clicking on the up arrow (from the disk icon) will take you to the Load Army screen. Left-clicking on the down arrow (to the disk icon) will take you to the Save Army screen.

Army Placement Screen: Make sure that you have exactly the army you want before entering the army placement screen — once you enter placement mode, you cannot go back without completing the process and restarting (although you can rush placement mode by placing just one character and making that character the orb holder). Also, please note that you can toggle the overhead view during placement mode by hitting the F1 key.

Times of Day: The exact effects of time of day vary from character to character.

Limited Moves Option: If a character is stopped before it has moved its full movement rate (either voluntarily, or due to the Alert option being on), that move is considered one full "move" for the purposes of this option. It will cost you another "move" to continue moving.

Disarming Traps: At the top of the Disarm screen is a listing of ten symbols/blanks. To successfully disarm the trap, you need to correctly fill in the blank spots with the correct symbols. Once a symbol has been determined, your possible choices for the next symbol in line are determined by the arrows on the diagram. For example, if the last symbol you know is the one in the upper left-hand corner, the next symbol will be either the symbol in the upper right, lower left, left of center, or the same symbol could repeat again; this is because an arrow is shown looping back around to the upper left-hand corner. Continue this procedure until all the blanks are filled. Remember, clicking on the "auto" button lets the computer juggle the odds for you, and allows it to decide whether your disarm attempt was successful or not.

MODEM / LINK PLAY IN DARK LEGIONS

Start modem play by selecting the LINK option from the initial menu screen.

Hardware Requirements: During modem play, DARK LEGIONS makes use of all the power the two machines have to offer. Modem play is best with two fast machines (486DX/33+) at 9600+ baud. If both machines are local bus, that is even better. For optimal gameplay with a modem (when you have less than ideal hardware or line quality), we strongly recommend that both machines have a serial/controller card of the latest type (16550 UART chip or equivalent). These cards have a buffer that makes data transfer more reliable. You can check your UART chip with the MSD.EXE program if you have Windows 3.0 or MS-DOS 6.0+ – normally the UART chip type will be listed on the last line. Modems that are not 100% Hayes compatible may experience problems while connecting. You may need to try the connection several times. Be patient and try again.

Ending Your Game Session: When you have concluded your game, remember it is very important to hang up before exiting. Simply enter the Modem screen and click the HANGUP button.

Recovering Games: In order to make recovery from disconnections as convenient as possible, an autosave feature saves the game every turn. The last slot in the Load Game screen has been redesignated for this feature. If your game is interrupted, simply reconnect and load the Recover game, and you will have lost only a little time.

Slowdowns: If you are playing the game via either modem or direct link, you may experience slowdowns or other play defects caused by error recovery. Line quality strongly affects this, and playing over noisy lines is not recommended. Also, slower machines are far more vulnerable to defects, simply because recovery is much more perceptible to the user on such machines. Finally, when one player has a slow machine (386/33) and the other has a fast machine (486DX/66), the faster machine will slow down to the slower machine's error correction pace, with additional slowdowns in combat. This combination is not recommended.

2400 Baud Connection: Although your modem may support 9600 baud gameplay, with subsequent faster speed, you may also experience more errors, since more data is being transmitted. If you continue to experience problems, try playing the game at the 2400 baud setting.

Sound During Modem/Link Play: If you experience continued problems with modem or link play, you may wish to reconfigure the game's audio (type SOUND and press Enter in the DLEGIONS directory) for no sound. Also, please note that sound is disabled during chat mode.

Call Waiting: If you have call waiting service, you may find your game occasionally disconnected by incoming calls. It is sometimes possible to temporarily disable call waiting; ask your local phone company for more information.

EISA Systems: Some EISA systems may be incompatible with the modem play feature of DARK LEGIONS. A common symptom of this problem is the game freezing on the combat screen. Normal or serial play should be unaffected.

We have found that certain modems sold under the brand name BestData do not work with the DARK LEGIONS modem play feature.

STRATEGIC SIMULATIONS, INC.®