

NET:Zone

Technical Manual  
Manuel Technique



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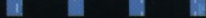


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**GAMETEK**

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# NET:Zone

## Manual

Visit Gametek's World Wide Web Page  
for Company and Product Information

<http://www.gametek.com>



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# NET:Zone

Manual

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## Getting Started

### System Requirements for MS-DOS

The following are the hardware/software configurations required for running NET:Zone.

#### Minimal Requirements

CPU:	486 DX2 66 MHz
RAM Memory:	8 MB
Free Hard Disk Space:	17 MB
CD-ROM Drive:	Double-Speed
Display :	SVGA Monitor
Sound card:	Any supported sound card (see "Sound Card Setup", later in this manual)
Operating System:	MS-DOS Version 5 and later
Mouse:	Any Kind

#### Recommended Requirements

CPU:	Pentium
RAM Memory:	16 MB
Free Hard Disk Space:	50 MB
CD-ROM Drive:	4X

### System Requirements for Windows®95

The following are the hardware/software configurations required for running NET:Zone.

#### Minimal Requirements

CPU:	Pentium
RAM Memory:	8 MB
Free Hard Disk Space:	17 MB (21 MB if you do not have DirectX™ on your system).
CD-ROM Drive:	Double-Speed
Display:	SVGA Monitor and any supported DirectX™ video card
Sound card:	Any supported DirectX™ sound card
Operating System:	Windows®95
Mouse:	Any kind

#### Recommended Requirements

CPU:	Pentium
RAM Memory:	16 MB
Free Hard Disk Space:	50 MB
CD-ROM Drive:	4X

## Quick Start for MS-DOS

This section briefly describes how to install NET:Zone on your PC. This procedure installs the default settings, and should suffice in most cases. For more detail about the installation options, see "Full Installation", later in this manual.

## Installing NET:Zone

1. Load the NET:Zone CD-ROM into your CD-ROM drive.
2. Change the current drive to your CD-ROM drive (e.g., type d: and then press <Enter>).
3. At the command prompt, type:  
**Install**
4. Repeatedly press <Enter> to accept the default options. The default installation settings are as follows:  
**Method** Minimal - 17 MB  
(Required Hard Disk Space): Partial - 26 MB  
Full - 50 MB  
**Path:** \GAMES\NZ in the root of the first hard drive - usually **C:**. (This is the installation directory.)  
**Sound Card:** Auto-detection is used to choose your sound card configuration.

## Quick Start for Windows®95

This section briefly describes how to install NET:Zone on your PC. This procedure installs the default settings, and should suffice in most cases. For further details about the installation process, see (Full Installation), later in this manual.

### To install NET:Zone for Windows®95 follow these instructions:

1. Load the NET:Zone CD-ROM into your CD-ROM drive.
2. Windows®95 will then launch the installation program automatically.
3. Repeatedly press on the 'Next' button to accept the default options.  
The default installation settings are as follows:  
**Method:** Minimal - 17 MB (Required Hard Disk Space). You will need 21 MB if you do not have **DirectX™** in your system.  
**Path:** \GAMES\NZ in the root of the first hard drive - usually **C:**. (This is the installation directory.)  
**Folder Selection:** Compro Games
4. Boot your system in order to make the new settings available, if the installation program requires you to do so.

## Starting NET:Zone for MS-DOS

To start NET:Zone for DOS follow these instructions:

1. Load the NET:Zone CD into your CD-ROM drive.
2. Change the current directory to the NET:Zone installation directory.

At the command prompt, type:

### CD \GAMES\NZ

If the NET:Zone installation directory is not C:\GAMES\NZ (the default), then type **CD** and the full path of your NET:Zone installation directory.

2. Press <Enter>
3. Type: **NZ**
4. Press <Enter>

Following the introduction sequence, the game will commence immediately. To access the Main Menu, press <ESC>, or F2, and then press 'Sys' on your PDA (see 'PDA' later in the manual).

## Starting NET:Zone for Windows®95

To start NET:Zone for Windows®95 follow these instructions:

1. Load the NET:Zone CD into your CD-ROM drive.
2. You will be asked if you wish to play NET:Zone. To confirm your choice click 'OK' or 'Cancel'.

## Switching Between a Window and Full-Screen in Windows®95

During the game you may switch between window and full-screen modes by pressing <ALT> + <ENTER>. You can do this only if the game began in 16 bit mode (65,536 colors) with screen resolutions higher than 640x480.

## NET:Zone Main Menu

When you start NET:Zone, the Main Menu will appear following the introduction sequence. The Main Menu is also displayed when you quit NET:Zone (by pressing <Esc>), or by selecting 'SYS' on the PDA (see PDA in (Moving Within NET:Zone)).



Use the options in this screen to:

- **New Game:** Begin a new game.
- **Options:** Control various play options.
- **Save Game:** Save a game at any stage of play. You may always return to this point at your convenience.
- **Load Game:** Load a saved game by selecting one of the games saved during play, and pressing 'load'.
- **Resume Game:** Returns you to the game you were playing.
- **Credits:** Access the list of all those who participated in the production of NET:Zone.
- **Help:** Help - Select a subject for on-line help, or select the Hints option if assistance is required to proceed.
- **Quit:** Quit the game.

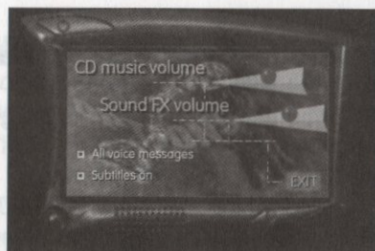
Use a mouse to select from the above options.

## New Game

### • To begin a New Game:

1. Access the Main Menu following the steps outlined above.
2. When you are in the Main Menu, press the 'New Game' button.

## Options



### • To open the options menu:

1. Access the Main Menu.
2. Press the 'Options' button.
3. The following options appear in the Options Menu:

**CD Volume:** Controls the music levels in the game.

**FX Volume:** Controls sound effects and voice levels in the game.

**Messages:** Toggles between all computer voice messages, and critical computer voice messages.

**Subtitles:** Toggles subtitles on/subtitles off.

## Saving a Game

### • To save a game:

1. Access the main menu and choose 'Save Game'.
2. Choose a slot to save your game. Type a description (e.g. the date, your name, the current stage), and then press <Enter>, or click on the 'Save' button. You can load a saved game using the Load option in the Options screen, which is available from the Main Menu.

## Loading a Game

### • To load a saved game:

1. Access the Main Menu and choose 'Load Game'.
2. Load a saved game by selecting one of the games saved during play, and pressing 'load'.

## Resuming a Game

### • To resume a game:

1. Access the Main Menu and choose 'Resume Game'.
2. Press the 'Resume Game' button and you will be returned to the game you were playing.

## Credits

### • To access the credits of NET:Zone

1. Access the Main Menu and choose 'Credits'.
2. Press the 'Credits' button for a comprehensive list of all those who participated in the production of NET:Zone.

## Help

### • For on-line help:

1. Access the Main Menu and choose 'Help'.
2. Press the 'Help' button. You may choose from the following subjects in the Help Menu:

- General Keys
- Cyprod (Context-Sensitive Pointer)
- Connectors
- Using the P.D.A.
- P.D.A. Software
- Hints (Note that only hints relevant to your current position in the game will be disclosed).

## Quitting NET:Zone

### • To quit NET:Zone:

1. Access the Main Menu and choose 'Quit'.
  2. You will be prompted to confirm your intention to quit the game.
  3. At this stage, you may choose to press 'cancel' and return to Main Menu, or press 'OK' and quit the game.
- OR -
1. Press <ALT> + 'X' to quit the game to MS-DOS or Windows 95.

## Full Installation for MS-DOS

This section describes how to install NET:Zone on your PC. All installation options are described in detail in this section.

### To install NET:Zone for DOS follow these instructions:

1. Load the NET:Zone CD-ROM into your CD-ROM drive.
2. Change the current drive to your CD-ROM drive's ID (e.g., type **d:** and then press <Enter>).
3. At the command prompt, type: **install** <Enter>

The NET:Zone installation program starts, and the following screens appear, in order:

- **Method** Used to specify the amount of hard disk space you wish to allocate to NET:Zone.
- **Path** Used to specify the installation directory where NET:Zone files will be installed.
- **Progress Screen** Graphically displays the installation progress.

## Installation Options

Each installation option is set using a screen that appears when you start the installation procedure.

### To use the installation screens:

- Press <TAB> to move forward through fields in a screen, and <SHIFT>+<TAB> to move backward.
- Press <ENTER> to accept the value in the field, and move to the next field.
- Enter text with the keyboard.
- Move to a field using its short-cut key combination (<ALT>+<HIGHLIGHTED LETTER> in the field's name).
- Press <ESC> to quit installation.
- You can also use the mouse to choose fields or make selections.
- When you finish specifying values in all fields in a screen, click the **OK** button to continue with the next screen, or click **CANCEL** to exit installation.

The following screens appear in the installation program:

### Method

This screen is used to specify the amount of hard disk space you wish to allocate to NET:Zone. The following are the available options:

- Minimal - 16.5 MB
- Partial - 24.3 MB
- Full - 47.5 MB

The recommended installation option is full (47.5 MB). The Minimal (16.5 MB) option will require little disk space but will result in a greater number of pauses to load new data between sections.

After selecting the desired option, or accepting the default, press <Enter> to accept your values and continue to the next screen.

## Path

This screen is used to specify the installation directory where NET:Zone files will be installed. The screen contains the following fields:

### • Available drives

Displays all available logical hard drives and network drives, and the available disk space on each.

In the list box, select the drive where you want to install the NET:Zone files, and then press <Enter> to move to the **Where to install** field.

### • Where to install

In this text box, type the full path of the directory where you wish to install the NET:Zone files. If you enter a path that does not yet exist, you are prompted to confirm that you wish to create the directory.

After specifying values, or accepting the defaults, press <Enter> to continue to the next screen. If, on the disk selected in the **Available drives** field, there is not enough space available to install the NET:Zone files using the method selected in the previous screen, you are prompted to change the location of the installation directory.

If a previous installation exists in the specified installation directory, you are prompted to confirm whether you want to overwrite the existing files.

## Progress Screen

This screen graphically displays the installation progress. Press any key or click the CANCEL button to abort the installation. When installation is completed, the sound card setup program (described below) starts automatically.

## Full Installation for Windows®95

### To install NET:Zone:

1. Load the NET:Zone CD-ROM into your CD-ROM drive.
2. Windows®95 will then launch the installation program automatically.
3. The NET:Zone installation program will start, and the following screens will appear:

- **Progress Bar** Displayed while the installation program loads.
- **Welcome Screen** Information displayed concerning the installation process.
- **DirectX™ Installation** Used to specify the **DirectX™** installation method.
- **Path** Used to specify the installation directory in which NET:Zone files will be installed.
- **Method** Used to specify the amount of hard disk space you wish to allocate to NET:Zone.
- **Folder Selection** Used to specify the program folder in which NET:Zone files will be installed.
- **Progress Screen** Graphically displays the installation progress.
- **Icon Creation** Program icons are created.
- **Restart Windows** Used to specify whether you need to reboot your system.

# Installation Options

Each installation option is set using a screen that appears when you start the installation procedure.

## To use the installation screens:

- Press <TAB> to move forward through fields in a screen, and <SHIFT>+<TAB> to move backward.
- Press <ENTER> to accept the value in the field, and move to the next field.
- Enter text with the keyboard.
- Move to a field using its short-cut key combination (<ALT>+<HIGHLIGHTED LETTER> in the field's name).
- Press <ESC> to cancel.
- You can also use the mouse to choose fields or make selections.
- When you finish specifying values in all fields in a screen, click the **Next** button to continue with the next screen, or click **CANCEL** to exit installation.

The following screens appear in the installation program:

- DirectX™
- Path
- Method
- Program Folder
- Reboot Option

## DirectX™ Installation

NET:Zone for Windows®95 uses Microsoft's **DirectX™**. This screen is used to specify whether it is necessary to install the drivers, or skip the installation if they previously exist:

- Do not install **DirectX™** if the drivers exist on your system (recommended).
- Install **DirectX™** even if the drivers already exist on your system.

## Path

This screen is used to specify the installation directory in which NET:Zone files will be installed.

After specifying values, or accepting the defaults, press <Next> to continue to the next screen.

## Method

This screen is used to specify the amount of hard disk space you wish to allocate to NET:Zone. Following are the available options:

- Minimal - 17 MB
- Partial - 26 MB
- Full - 50 MB

(NB: If you do not have **DirectX™** installed in your system, you will need another 3.5 MB).

The recommended installation option is full (50 MB). In this option there will be no delays between different sections of the game, as all data is loaded at installation. The Minimal (17 MB) option will require little disk space but will result in a greater number of pauses to load new data between sections.

After selecting the desired option, or accepting the default, press <Enter> to accept your values and continue to the next screen.

## Folder Selection

This screen is used to specify the program folder in which NET:Zone will install the program files.

## Progress Screen

This screen graphically displays the installation progress. Click the **CANCEL** button to abort the installation.

When installation is completed, the selected program folder will be displayed.

## Restart Windows

This screen is optional and will appear only if the **DirectX™** installation requires rebooting of the system. This screen is used to specify whether to boot the system immediately or later by user request.

When installation is completed, the selected program folder will be displayed.

## Sound Card Installation (for MS-DOS only)

The sound card setup program starts automatically after the NET:Zone installation program successfully installs the NET:Zone files. You can also start the sound card setup program by typing:

**CD** <install directory> <Enter>, (i.e. **CD\games\nz** in the default directory)  
**SETUP** <Enter>

where <install directory> is the full path of the NET:Zone installation directory. The sound card setup program is used to set-up NET:Zone to recognize the installed sound card, and use its feature set.

## Supported Sound Cards

NET:Zone supports Sound Blaster and compatible sound cards, but has special support for the following cards:

- |                     |                     |
|---------------------|---------------------|
| • PAS 16            | • PAS +             |
| • Sound blaster     | • Sound blaster 16  |
| • Sound blaster pro | • WSS/Audiotrix pro |

## Sound Card Selection

It is recommended that you press the **Auto-detect** button in the sound card setup program screen, so that NET:Zone can automatically recognize your installed sound card. When you select Auto-detect, your sound card is automatically selected in the Sound Card list.

Auto-detect also automatically fills in the **Port Number**, **Interrupt Number** and **DMA Channel** fields. If you need to make any changes to the automatically specified values for your sound card, you can select a field and manually change the value from the keyboard.

## Testing Sound

Verify that the NET:Zone CD is in your CD-ROM drive, and using the mouse, click the **TEST** button in the sound card setup program screen, or Tab to it and press <ENTER>. If the sound card is configured properly, the NET:Zone music will start to play. Otherwise an error message appears.

If you do not hear the music, check to see if the speakers are attached, or if the volume is low. If you still do not hear anything, check the mixer of your sound card, and check the sound effects volume.

## Moving Within NET:Zone

Movement within NET:Zone is controlled by your mouse and assisted by the 'cyprod' (context-sensitive pointer).



- When the cyprod is actively pointing in a certain direction (Forwards, Backwards, Up, Down, Left or Right) you may move in that direction by clicking the left mouse button.
- At any point you may pan to the left and right (with a 360 degree panoramic view) as well as up and down, by constantly pressing the right mouse button while moving the mouse in the required direction.

## Connecting to Apparatus and Interfaces



Some objects within NET:Zone have a 'connector' allowing you to operate, control or diagnose them by using the Personal Digital Assistant (P.D.A.).

When the cyprod is 'marking' a specific object or apparatus, you can connect to it by pressing the left mouse button. The P.D.A. screen will pop up (if it is not already activated), displaying the relevant object interface.

When the P.D.A. is connected to an apparatus, the button at the lower right side of the PDA screen will flash.

## Using the Personal Digital Assistant (P.D.A.).



The P.D.A. is a powerful hand-held computer, able to run sophisticated software. It is a very important tool, which you will use throughout NET:Zone.

- Bring up the P.D.A. by clicking on the icon at the lower-left corner of the screen. Remove the P.D.A. by clicking on the button on the upper-left corner of the P.D.A. frame, or by typing (ESC).
- Move the P.D.A. to another location by placing the arrow pointer on the top side of the P.D.A. frame, holding down the left mouse button, and dragging the P.D.A. to a new location.
- Fold the extension keyboard of the P.D.A. by clicking on the joint connecting it to the screen.

## P.D.A. Software



The P.D.A. comes equipped with many utility programs:

- **Mail** You can read your mail, flip pages using the Left/Right arrows, or scroll within the page, using the Up/Down arrows.
- **Memo** You can write memos and notes. The user interface is similar to (Mail).
- **Inv** Displays available software as icons. In some cases, you must merge programs, by dragging an icon and integrating it with another icon.
- **Map** Shows a map of the world. You can move in the map by holding the left mouse button down while moving the mouse.
- **Main** This is a context-sensitive function, which is active when the P.D.A. is connected.
- **Sys** This is the system's main menu (see Main Menu for further details).

## Split Screen Feature

You can split the P.D.A. screen in two. Click on the square in the lower left corner of the screen (when it is displayed) and the screen will split into two sections.

## Key Functions

- **Esc:** Menu
- **F2:** PDA
- **I:** Increase volume of sound FX
- **+ :** Increase volume of CD-Audio
- **V:** Toggles between large and small screen size during FMV sequences.
- **Space Bar:** Skip movie
- **Alt+X:** Quick exit (when in Menu)
- **F1:** Help
- **I:** Decrease volume of sound FX
- **- :** Decrease volume of CD-Audio

## Trouble Shooting

### For Windows®95

Q: The game won't start properly; or if it does, there is sound without picture, or there is picture without sound

A: NET:Zone for Windows®95 uses Microsoft's **DirectX™**. You may need to acquire a **DirectX™** driver for your sound or video card - depending on your specific problem - from Microsoft or your card manufacturer.

Q: The game does not switch between window and full-screen when I press <ALT> + <ENTER>.

A: Try starting the game in 16 bit mode (65, 536 colors) and in screen resolutions higher than 640x480 (e.g. 800x600).

### For MS-DOS

Q: The game does not run properly, and/or there seems to be something wrong with the picture.

A: If the game does not run properly or you are having problems with the picture, run the screen test utility SCRNTTEST.EXE in the game directory. This is a test utility which will try to configure NET:Zone to run properly with your display adapter.

## Credits

**Story and Design** Omri Blumenzon  
**Game Producer** Ronnie Yaron  
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**Additional Programming** Alon Barzilai  
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**Video Editing/3D Art** Dan Raz  
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**2D Art** Efrat Beloosesky  
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**Testing Supervisor** Jacob (Jacques) Barhak

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**Additional Texture** Addy Feuerstein  
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**Technical Support** Nir Hermoni

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**Video Lighting** Arnon Shemer  
**Video Soundman** Yaron Yarel  
**Make-Up** Dorit Cohen  
**Actors** Tzvika Forman, Michael Greenshpine, Johnny Philips, Julia Stern

### Special Thanks

**Additional Art** Lea Cohen, Claudia Vera, Ofer Cohen, Yael Bachar, Amit Doron  
**Additional Programming Management** Eitan Elkin, Israel Sasson, Erik Yifat, Israel Guy, Itsik Stoltz

## Technical Supplement

If you are having problems running Net : Zone, it could be because your present system configuration is not allowing enough memory to be used by the game. It could also be that your machine is running another utility in the background such as a memory manager, which the game is in conflict with.

To eliminate these possibilities it is advisable to either run this game through a boot disk or create a WIN 95® shortcut, depending on which operating system you are using.

Please find below instructions for making these for Net : Zone.

### • How to make a shortcut in Windows 95®

If you have a WIN 95® system you may prefer to create a shortcut for Net : Zone as opposed to making a boot disk. This will create a Net : Zone icon which will sit on your desktop and automatically run the game by restarting in DOS mode, when the icon is selected.

To do this please follow the instructions below;

- Install the game as normal (you will need to install the DOS version)
- (Please note that you will need to UN-INSTALL the WIN 95® version and then restart your computer in MS-DOS mode so that you can install the game using the INSTALL command at your CD prompt.)
- Access the game directory (on your hard drive)
- Find the executable file named **NZ.EXE** (that which will run the game)
- Right mouse click on this file so that a menu appears
- Select "Create Shortcut" from this menu and a new icon will be created in the game directory.
- Drag this "shortcut" icon from the game directory window onto the main desktop screen.

When you have done this, right mouse click again on the icon but this time select **PROPERTIES** from the menu. You will then be faced with a number of further options but the one that you want is **PROGRAM**. When you have selected this option you next select **ADVANCED**. You will then be presented with the facility to **CREATE YOUR OWN MS-DOS CONFIGURATION** which in effect will enable you to create a personalised set of system files for this game.

To successfully run Net : Zone the lines that you require in your system files are as follows;

#### config.sys

DOS=HIGH,UMB

DEVICE=C:\WINDOWS\HIMEM.SYS

DEVICE=C:\WINDOWS\EMM386.EXE RAM

*Your CD Driver Line*

#### autoexec.bat

*Your Soundcard Line*

*Your Path Line*

*Your Other CD Driver Line*

*Your Mouse Driver Line*

Please note that the lines that are in italics will be personal to your system and you may need to contact either your dealer or the makers of your PC to obtain this information.

### • How to make a boot disk

You will need a floppy disk to use as your boot disk.

- In DOS mode, Insert a floppy disk into the A drive
- At the C prompt type **FORMAT A:/S** [return]
- Next type **Copy C:\Config.sys A:** [return]
- Next type **Copy C:\Autoexec.bat A:** [return]
- To access these files type (at the A: prompt) **edit config.sys** or **edit autoexec.bat** and edit these files accordingly

Below are the lines required to run Net : Zone ;

#### config.sys

DOS=HIGH,UMB

DEVICE=C:\DOS\HIMEM.SYS

DEVICE=C:\DOS\EMM386.EXE RAM

*Your CD Driver Line*

- Please note that for WIN 95® users, the word DOS should be replaced by the word **WINDOWS** or the word **WIN 95** in lines 2 & 3 of Config.SYS

#### autoexec.bat

*Your Soundcard Line*

*Your Path Line*

*LH Your Other CD Driver Line*

*LH Your Mouse Driver Line*

(Please note that the above lines that are in italics will be personal to your computer so we are unable to give you these exactly. If you have any problems finding these lines then it may be an idea to contact the manufacturer of your computer.)

Once you have finished editing these files you must remember to save them before you exit and this can be found at the top of the screen in the **FILE** menu.

Once this is completed you will need to reset the machine with your boot disk in the drive for the computer to recognise your new, edited system files. You may now load the game as per the DOS instructions in the manual and you should now have enough memory for it to run correctly.

# Gametek Technical Support

If you have problems installing the game, or if, after installation is complete and the product fails to work properly, you may contact Gametek's technical support staff in any one of several ways.

Phone: (01753) 868655  
Weekdays, 9:30am-1:00pm and 2:00pm-5:00pm.

Fax: (01753) 851484

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Berkshire SL4 1BY

WEB : <http://www.gametek.com>

Please include your phone and/or fax number for a speedy reply.

Also include your computer information and as many details about the problem you are having with the game.

When contacting technical support, please be prepared. It will be easier to solve your technical problems if you are able to provide us with the following information:

- The brand name of the computer that you are operating.
- The DOS version installed on the system and its manufacturer.
- The name of the memory manager that you are using.
- The amount of system RAM installed on the computer.
- The amount of free Conventional and EMS memory you have available (refer to software system requirements).
- The mouse driver manufacturer and version that you are using.
- The Sound Card installed on the system.
- The Music Card or Daughter Board, if any, installed on the system.
- The Video Card on the system. Please include the amount of Video ram installed on the card.
- The VESA Driver that you are currently using.

All of the above information can be found by consulting your system's.


## Gametek Limited Warranty

To the original purchaser only. Gametek (UK) Ltd warrants the media to be free from defects in materials for 90 days. If during the first 90 days after purchase a defect in media should occur, the software may be returned to Gametek, who will replace the media at no charge. If at any time after the limited 90 day period the media becomes defective, the media may be returned to Gametek for replacement at a reasonable service charge.

Gametek (UK) Limited shall have no liability for any indirect or consequential loss or expense suffered by the purchaser, resulting from any defect or omission in the manual or other related items and processes and Gametek (UK) Limited's total liability, shall not in any circumstances exceed the cost of the defective product which gave rise to such liability in respect of any occurrence or series of occurrences.

**IMPORTANT:** The above warranty does not apply if you make any unauthorised attempt to modify or duplicate the product, or if the product has been damaged by accident or abuse.

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**GAMETEK**

Published by:

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