



IN A DESOLATE CORNER OF THE  
UNDERGROUND EMPIRE, AN EVIL  
DEMON TORMENTS THE LAND.



ZORK  
NEMESIS™



EVIL RULES THE FORBIDDEN LANDS. HERE, THE SOULS OF THE EMPIRE'S GREAT  
ALCHEMISTS LIE IN PERPETUAL HELL...AT THE HANDS OF THE NEMESIS.



NOW THE FORCES OF THE UNDERGROUND BECKON YOU TO UNCOVER THE MYSTERY  
BEHIND THE NEMESIS' CURSE... TRAVEL THROUGH FIVE MIND-BENDING WORLDS TO  
DISCOVER THE ANCIENT SECRET OF ALCHEMY THAT WILL FREE THE TRAPPED SOULS FROM  
EVIL'S GRIP... BEFORE THE NEMESIS IMPRISONS YOU WITH THE OTHERS...FOR ETERNITY.



DO YOU DARE ENTER THE FORBIDDEN LANDS?

CDD-3112-221-U3

Activision and Zork are registered trademarks and Zork Nemesis is a  
trademark of Activision, Inc. © 1996 Activision, Inc. All rights reserved.

ACTIVISION®

ACTIVISION®



ZORK  
NEMESIS™

U.S.A.

1 (900) 680-HINT\*

(\$ .95 PER MINUTE)

CANADA

1 (900) 451-4849\*

(\$1.25 PER MINUTE)

NEED  
HINTS?

U.K.

1 0891 555 113\*

(CALLS COST 39p PER MIN  
AT CHEAP RATE AND 49p PER MIN  
AT ALL OTHER TIMES)

AUSTRALIA

1902 261577\*

(\$ .95 PER MINUTE)

## TABLE OF CONTENTS

Minimum System Requirements .....	1
Introduction .....	2
Getting Started .....	5
How to Play <i>Zork Nemesis</i> .....	7
Installing <i>Zork Nemesis for Windows® 95</i> .....	14
Windows® 95 Troubleshooting .....	18
AutoPlay .....	18
DirectX .....	20
Problems and Solutions .....	22
Installing <i>Zork Nemesis for MS-DOS®</i> .....	24
MS-DOS® Troubleshooting .....	31
Memory .....	31
Creating a Boot Disk .....	32
Video .....	37
QSound™ .....	39
Customer Support .....	41
Activision Limited 90-Day Warranty .....	45

## APPLICABLE IN FRANCE ONLY

A lire avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant. Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou qu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie.

Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre médecin avant toute utilisation. Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants: vertige, trouble de la vision, contraction des yeux ou des muscles, perte de conscience, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter un médecin.

## MINIMUM SYSTEM REQUIREMENTS

- 100% IBM PC-compatible computer
- 486/DX2 — 66 MHz processor
- 8 MB RAM
- Double-speed CD-ROM drive (300K/sec transfer rate)
- 35 MB of uncompressed hard disk space
- VESA local bus or PCI video card with 1 MB of 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).*

## ADDITIONAL SYSTEM REQUIREMENTS FOR MS-DOS®

- Microsoft® MS-DOS® 6.0 operating system

## 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™ and Microsoft® Internet Explorer)

# INTRODUCTION

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

The worlds of *Zork Nemesis* are richly detailed and filled with items and clues to help you complete the game. Some of the clues will be useful to you immediately, while others may not make sense to you until you have explored a little more of the game. Go slowly and observe your environment.

The first decision you have to make is which version to install — Windows® 95 or MS-DOS®. Both versions are on the CDs and you should choose the one that is better for your system. Your system components may restrict which version you should use. Please check the minimum system requirements. **If you are capable of running the Windows® 95 version, we strongly recommend that you do so.** This version will allow you to hear the cool ambient sounds and play some extra animations that aren't accessible in the DOS version.

If your system can support either version, please review the descriptions below for additional important requirements and considerations. When you are ready to install, follow the version-specific installation instructions provided in this manual.

## 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 under *Windows® 95 Troubleshooting* in this manual for more information.
- Uses 10 MB more hard disk space than the MS-DOS® version due to the demands of virtual memory.
- 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 *Title Screen Button Functions* in the *Installing Zork Nemesis for Windows® 95* section of this manual.
- A Zork Nemesis Technical Help file that is easily accessible through the title screen.

## ABOUT THE MS-DOS® VERSION

- Does not use DirectX, so choose the MS-DOS® version if your system cannot support DirectX.
- Although the DOS version of *Zork Nemesis* can be played through the Windows® 95 MS-DOS® prompt, auto-detection of your sound system may fail, and manual configuration would be required.
- May require some changes to your system configuration.
- Has a Zork Nemesis Technical Help file that is accessible through the Zork Nemesis directory.
- Cannot be run through Windows® 3.1.

## GETTING STARTED

### BEFORE RUNNING THE GAME

When playing either the MS-DOS® or Windows® 95 version of *Zork Nemesis* through Windows® 95, we strongly recommend that you run under the following conditions:

- Before playing, close all other applications. Some users have experienced random fatal errors while playing *Zork Nemesis* if they have other memory-intensive applications running at the same time. We highly recommend running *Zork Nemesis* as a stand-alone application.
- Make sure your hard drive has at least 10 MB of uncompressed free disk space before starting the game for virtual memory.

Note: 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.

## PLAYING THE WINDOWS® 95 VERSION

1. After installing the game, insert **Disc I**. You will see the screen to the right. Click **Play** and the screen below will appear.
2. To begin a new game, click **New Game**. To restore a saved game, click **Restore**.



## 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 adjacent screen will appear.
6. To begin a new game, click **New Game**. To restore a saved game, click **Restore**.



## HOW TO PLAY ZORK NEMESIS

When you start the game, the opening movie will run and you will be transported to the panoramic world of *Zork Nemesis*.

### Z-VISION & THE ZORK NEMESIS INTERFACE

With Activision's Z-Vision technology, you can see a complete 360-degree view of your surroundings from almost every point in the game. By panning left and right (and in some cases up and down), you can explore the world of *Zork Nemesis* in incredible detail. You may find many different things to interact with as you pan through a single 360-degree view.

As you look around, pay attention to your cursor—it will provide you with useful information about your environment. There are two kinds of cursors: exploration cursors (which help you navigate through the worlds) and inventory cursors (which let you use items you find along the way). The cursors are your tools for interacting with the world of *Zork Nemesis*.

It may take you a few minutes to get used to the sensation of panning. Try and go slowly until you get the hang of it. If you want, you can always go to the Preferences Menu to slow the Pana rotation down.

If you don't find the mouse comfortable to use, you can pan left and right by using the arrow keys on the keyboard. You'll still need the mouse though, for interactions and inventory.

## 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.

## NAVIGATION CURSORS



**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.



**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.



**Red Dot:** Whenever a Red Dot appears on your cursor, it means that *Zork Nemesis* received your command and is in the process of executing it. Try to avoid clicking the mouse buttons while the Red Dot is present.



**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.



**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.



**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!).



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**.



**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.

## COMMANDS

### ROLLOVER BAR (WINDOWS® 95 VERSION ONLY)

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.

**Save** — 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.

**Restore** — 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.

### Prefs (Preferences)

**Pana Rotation** — Fast, Medium, Slow (the slower the pan, the crisper the scene will appear).

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

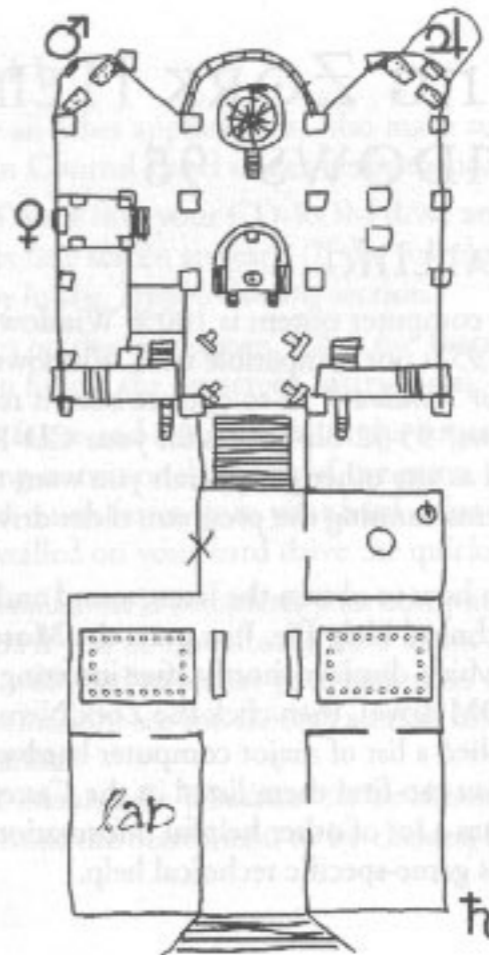
**3D Sound** — In certain areas of the game, you can hear more realistic sound when this option is toggled on. If the performance of the game suffers, toggle this option off. For more information on 3D Sound, refer to the *QSound™* section later in this manual.

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.

### KEYBOARD CONTROLS (MS-DOS® AND WINDOWS® 95)

? (or /)	On-screen hints
Ctrl-S	Save
Ctrl-R	Restore
Ctrl-Q	Quit
Ctrl-P	Prefs
Spacebar	Allows you to skip the movies.

Note: You can resist Venus and her tempting hints by disabling the on-screen hints option during installation.



# 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.

For *Zork Nemesis for Windows® 95* to operate best, it requires that your system have the latest Windows® 95 32-bit drivers for your CD-ROM drive, sound card and video card, as well as any other peripherals you want to use (e.g., a modem). If you have any problems running the program, older drivers are the most likely cause.

If you need help on how to obtain the latest sound and video drivers, check out the Zork Nemesis Technical Help file. Just press the **More** button on the Zork Nemesis title screen (which displays shortly after inserting the Zork Nemesis Disc I CD into your CD-ROM drive), then click the Zork Nemesis **Technical Help** button. We have supplied a list of major computer hardware companies and their telephone numbers. You can find them listed in the *Customer Support* section under *Vendor List*. This file has a lot of other helpful information on installation and system setup, as well as game-specific technical help.

Note: You can reset Virtual Memory to its default value by clicking the on-screen hints option during installation.

## 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 *AutoPlay* in the *Troubleshooting* section.)
3. There are three buttons on the title screen. Click the **Install** button to begin the install process and then 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 the game. *Zork Nemesis* can access game art and sound much faster from your hard drive than from your CD, so the more game files installed on your hard drive the quicker the game will play.

After Zork Nemesis installation is complete, your computer will install the Microsoft® 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, see the *DirectX* section under *Windows® 95 Troubleshooting* in this manual.

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.

## Register Your Copy of *Zork Nemesis* Electronically

(Available in North America Only)

To make registration fast and easy, you can use our Electronic Registration system. There are three ways to access it: (1) select **Register Now** during the installation process, (2) insert Disc I and, from the *Zork Nemesis* title screen, click on **More**, and then click on **Electronic Registration**, or (3) right-click on the *Zork Nemesis* CD icon while Disc I is in the CD-ROM drive and select **Electronic Registration** from the menu.

## TITLE SCREEN BUTTON FUNCTIONS

On the opening screen:

**Install/Play** — Install *Zork Nemesis*. Once you have installed, you may click this to play.

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

**More** — Click this button to access the extended options screen, which includes the **Technical Help**, **About Activision**, **Electronic Registration**, **Add Online/Zork Online** and **Uninstall** buttons.

The extended options screen:



**Technical Help** — Click this button to view helpful troubleshooting information.

**About Activision** — Click this button to view information on how to contact Activision.

**Electronic Registration** — Click this button to register your copy of *Zork Nemesis* over the modem. The Registration screen will automatically appear upon installing *Zork Nemesis*. (Available in North America only).

**Add Online** — Click this button to find out how to set this button up for access to the *Zork Nemesis* website.

**Zork Online** — Once you have set up the online component (see **Add Online** above), click this button to connect to the *Zork Nemesis* website.

**Uninstall** — Click this button to remove all *Zork Nemesis* files from your computer.

# WINDOWS® 95 TROUBLESHOOTING

## 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 choose the **Open** option.
2. Select the **Refresh** option located in the **View** pull-down menu.
3. Double-click on the **Zork Nemesis CD I** 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/Install** button.

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

1. Make sure the CD is clean and properly placed in your CD-ROM drive.
2. Verify that your CD-ROM driver is optimized for use with Windows® 95.  
To do this:
  - a. Open the Windows® 95 **Control Panel** folder and double-click on the **System** icon.
  - b. 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.

3. Verify that the Auto-Insert Notification for your CD-ROM is enabled. To do this:
  - a. Open the Windows® 95 **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 + 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**.

## 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. Also, see the Zork Nemesis Technical Help file for additional information.

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

**A** Microsoft's DirectX is a set of functions that give 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 and accounts for much of the performance gains associated with Windows® 95 games. *Zork Nemesis for Windows® 95* uses DirectDraw and DirectSound, two of the DirectX functions.

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

**A** Yes. If the Microsoft® DirectX installer does not detect DirectX on your computer, it will install DirectX for you. After installation is complete, you will need to restart your computer in order for DirectX to take effect.

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

**A** If you already 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.

**Q** 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?

**A** 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 I** icon to get the context menu. From that menu select **Install DirectX....**

**PROBLEM****SOLUTION**

**I can't find the Help option**

From the title screen, select **More**, then **Technical Help** to get technical help.

**Program won't install**

You may have insufficient hard disk space for the program to copy the files it needs from the CD to your hard drive. Free up more hard disk space.

**Game doesn't start**

This problem may be caused by lost clusters on the hard drive. Run SCANDISK to determine if this is the problem. See your Windows® 95 manual for more details on SCANDISK. Also, make sure you have at least 10 MB of free hard disk space before starting *Zork Nemesis*.

**Movies don't play properly**

- Make sure your system meets the minimum requirements for *Zork Nemesis*, especially your CD-ROM drive. The program requires a CD-ROM drive with a minimum sustained transfer rate of 300K bps (a double-speed drive).
- You may not have enough RAM to run movies. Check to make sure you have sufficient RAM to run this product.
- Too many other applications may be running. Close other applications (especially DOS boxes) and try again. We strongly recommend that you not run other applications while running *Zork Nemesis*.

**Ctrl-Alt-Del locks up my system**

Do not use the **Ctrl-Alt-Del** function to quit *Zork Nemesis*. Instead select **Quit** from the menu bar to exit the game.

**PROBLEM****SOLUTION**

**Game freezes**

- Make sure your computer has at least 8 MB of RAM.
- Make sure you are using Windows® 95 with the latest 32-bit drivers for all your peripheral devices.

**No sound, partial sound, or no voices or sound effects**

- Make sure you have a 100% Windows® 95 Sound Blaster 16-compatible sound card in your computer. 8-bit sound cards are not supported.
- Make sure your speakers are plugged in correctly and turned on, and make sure the volume is turned up to an audible level.
- Make sure you are using the latest Windows® 95 32-bit sound drivers for your 16-bit sound card.
- Make sure your audio card is properly installed and that you have the correct audio drivers installed. Check your audio card's installation and its setup parameters within Windows® 95 to be sure all is correct. Consult your card's manual and your Windows® 95 manual for details.

**Game too slow**

- If your computer has a turbo button, make sure it is ON and set to the highest MHz possible.
- Make sure you are running *Zork Nemesis* on a 486DX2-66 MHz or faster system.

# INSTALLING ZORK NEMESIS FOR MS-DOS®

## BEFORE INSTALLING

Here is some important information that you should know before you install and start playing *Zork Nemesis for MS-DOS®*.

### HARD DISK

The game requires at least 25 MB of UN-compressed 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 even 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 the game. *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 that 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 just fine with them, we have not tested thoroughly with them. If you have a problem using unsupported operating systems, it is best to contact the operating system company 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®*. If the VESA driver supplied by your video card does not function properly with *Zork Nemesis for MS-DOS®*, you can try starting the game by typing **ZORKUVBE** and pressing **Enter**. The ZORKUVBE command will temporarily load a UniVBE VESA video driver before starting the game. It will be removed after quitting *Zork Nemesis*.

## HOW TO INSTALL

### INSTALLING UNDER MS-DOS®

1. Insert **Zork Nemesis 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**.

#### Need More Details?

- For sound card setup, see *Configuring Sound Devices* later in this section.
- For Electronic Registration, see *Electronic Registration* later in this section. Note: this is available in North America only.
- To create a boot disk, see *Creating a Boot Disk* in the *Troubleshooting* section.

### INSTALLING UNDER WINDOWS® 95

1. Make sure the game's **Disc I** CD is in the 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 ("X") 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.
- Important:** Note that 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-making 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 ("X") 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 directory.) 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** icon, 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.

Note: If your system came pre-installed with Windows® 95, you may not have the necessary MS-DOS® drivers for your mouse, CD-ROM and sound card to play the game. Please contact your system manufacturer for these DOS drivers.

## CONFIGURING SOUND DEVICES

In order to enjoy the audio component of the game, you will need to select your sound devices for MIDI music and digital audio. Choose your sound card from the list provided. The Installer will then try to verify the presence of that sound card in your system. If your sound card is not shown and is 100-percent Sound Blaster 16-compatible, you should be able to select the Creative Labs Sound Blaster 16 driver to hear sound and music in the game. When you are finished selecting the proper sound devices, select **Done** and press **Enter**.

## SOUND CARD AND PROPER SETTINGS INFORMATION

Here are a couple of methods to determine what your sound card and the proper I/O port, IRQ and DMA settings are for your computer.

### *In Windows® 95*

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

### *In MS-DOS®*

View your CONFIG.SYS and AUTOEXEC.BAT files at the root directory of your hard drive and look at the lines that load and set parameters of your sound card for clues 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

Note: Available in North America 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 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.

If you have any trouble with the installation, please consult the **ZNEMHELP.TXT** file. If you have Windows® 3.1, you can use the **ZNEMHELP.HLP** file. It is easier to navigate and read since it is in a Microsoft Help file format.

## MS-DOS® TROUBLESHOOTING

### MEMORY

*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 is determined that there is not enough memory available, then the program will let you know how much additional memory is needed. In many cases you may be able to remove or disable only 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 files so that some of your drivers are loaded into conventional rather than high memory, or setting your EMM386 line to 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.

## CREATING A BOOT DISK

If you experience problems playing *Zork Nemesis* or receive messages explaining 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 more memory up for *Zork Nemesis*.

We have included an option that will automatically create boot disks for you in this package. To create a boot disk, first go to the Zork Nemesis directory. For example, if you installed *Zork Nemesis* to C:\ZNEMESIS, you would type **CD\ZNEMESIS** and press **Enter**. Then type **ZNSETUP** and press **Enter**. 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 creator 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, start with Step 1. If you have already used the automatic boot disk creation utility in the Zork Nemesis installer, start with Step 3.

- Step 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.).
- Step 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.
- Step 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-making utility, make sure these 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 after [CONFIG.SYS] in the following example. 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 here.

In the CONFIG.SYS file example, replace the last line with the line from your current CONFIG.SYS file on drive C: that runs your CD-ROM drive. 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. Additionally, if your graphics card requires a VESA driver, it should go here as well. (For more details, check out our ZNEMHELP.TXT or ZNEMHELP.HLP files.)

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

- If you used our boot disk-making utility, 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 after [AUTOEXEC.BAT] in the following example. 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:\SB16\SET /P /Q
SET MIDI=SYNTH:1 MAP:E
C:\MOUSE\MOUSE.EXE
C:
CD\ZNEMESIS
ZORKDOS
```

In the AUTOEXEC.BAT file example, you would 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. 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 drive, 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.

Step 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 ZNEMESIS 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 some of the higher resolution video modes on your computer. In some 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. If the VESA driver supplied by your video card does not function properly with *Zork Nemesis for MS-DOS*®, you can try starting the game by typing **ZORKUVBE** and pressing **Enter**. The ZORKUVBE command will temporarily load a UniVBE VESA video driver before starting the game. It will be removed after quitting *Zork Nemesis*.

## WHAT IS A VESA DRIVER?

VESA stands for Video Electronics Standards Association. It is a standard that allows software companies to write programs that work on many 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 programs that the user has to load manually (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 it. If the VESA driver is an external program, it will probably be found on the disks that accompanied your video card. If you don't have a VESA driver, you should contact your video card manufacturer. We have included a list of Customer Support and BBS numbers for major manufacturers at the end of the ZNEMHELP file. Using most external VESA drivers is as easy as typing the name of the driver at the DOS prompt. For instance, if the driver was called VVESA.COM, you would type **VVESA.COM** and then press **Enter**. If you have any difficulty running *Zork Nemesis*, contact the maker of your video card for the latest VESA driver for your card.

## Q SOUND™

The following guidelines will help you get the maximum benefit from QSound Virtual Audio (Named 3-D Sound in the Prefs screen). Since QSound is a stereo process, you will need a stereo playback system. Although enhancement can be heard off-axis, dramatic sound localization will be heard when you are centered between the speakers. Therefore the goal of the following suggestions is simply to set up your speakers symmetrically.

- Both speakers should be placed at the same distance from the listening position.
- Make sure both speakers are at the same angle, facing straight forward or turned slightly toward the listening position, whichever is your preference.
- Arrange both speakers at the same height.
- Your speakers should not be too far apart. For example, in a multimedia setup, they should be just to either side of your video monitor.
- If your system has a balance control, be sure it is centered. If, on the other hand, each speaker has its own volume control, adjust them so that the speakers are as closely matched in relative volume as possible.

- Your speakers must be in phase. Most multimedia speakers use connectors that automatically ensure proper phasing, but some systems (e.g., home stereos) having separate speakers and amplifier use two terminals for each connection point. These are typically colored red and black or marked “+” and “-.” Speaker wire usually has one of its two conductors marked with a colored line or ridge. Connect this wire to the red or “+” terminal in each case, then connect the other conductor to the black or “-” terminal.

## CUSTOMER SUPPORT

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. These files contain updates on the latest technical information that may affect our programs. Look for these files on our support areas on various online services.

Before contacting Customer Support, please consult the *Zork Nemesis* Technical Help file. It contains the answers to some of our most frequently asked questions and may quickly and easily provide a solution to your difficulty. 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 assist 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 IN THE U.S.

### ONLINE

#### *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** 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]
- Activision BBS: (310) 479-1335 up to 28,800 Baud; Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

#### *Services with E-Mail Support*

- Prodigy: ACTI10B
- GENie: ACTIVISION

### Internet

- support@activision.com or 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 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. Or contact a customer support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time) Monday through Friday, except holidays.

## CUSTOMER SUPPORT IN THE U.K. & AUSTRALIA

In the U.K., please call 0990 143 525. In Australia, please call 1 800 677 527.  
Or contact a customer support representative through the following online services.

### ONLINE

#### *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** 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 or 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 are 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.

Activision and Zork are registered trademarks and Zork Nemesis is a trademark of Activision, Inc.  
© 1996 Activision, Inc. All rights reserved.

### ACTIVISION LIMITED 90-DAY WARRANTY

Activision warrants to the original consumer purchaser of this computer software product that the recording medium on which the software program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, ACTIVISION agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase, as long as the program is still being manufactured by ACTIVISION. In the event that the program is no longer available, ACTIVISION retains the right to substitute a similar product of equal or greater value.

This warranty is limited to the recording medium containing the software program originally provided by ACTIVISION and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above.

To receive a replacement, you should enclose the original product disks only, in protective packaging accompanied by

- a brief statement describing the defect,
- your name and return address, and
- a photocopy of your dated sales receipt.

Please see the special "RETURNS" information for further instructions. Any questions? Call ACTIVISION Customer Support at one of the numbers shown below:

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

After the warranty period, a defective Activision CD or floppy disk may be returned to Activision with a check or money order for \$7 U.S. (AUD\$12.00 for Australia, or £7.00 for Europe) currency per CD or floppy disk for replacement (must be within one year of purchase).

#### RETURNS:

Certified mail is recommended for returns. For best service, please be sure to—

1. Send the original product disks only, in protective packaging.
2. Enclose a photocopy of your dated sales receipt.
3. Enclose your name and return address, typed or printed clearly, inside the package.
4. Enclose a brief note describing the problem(s) you have encountered with the software with the name of the product and the brand and model name or model number of your computer.

In the U.S. send to:  
WARRANTY REPLACEMENTS  
ACTIVISION  
P.O. Box 67713  
Los Angeles, CA 90067  
USA  
(310) 479-5644

In Europe send to:  
WARRANTY REPLACEMENTS  
ACTIVISION  
Long Island House, 3A  
1/4 Warple Way  
London, W3 0RQ  
United Kingdom  
Disc Replacement: 0181 742 9400

In Australia send to:  
WARRANTY REPLACEMENTS  
ACTIVISION  
P.O. Box 873  
Epping, NSW 2121  
Australia  
Inquiries: (61) 2 69 0955

#### COPYRIGHT:

The enclosed software product is copyrighted and all rights are reserved by Activision, Inc. It is published exclusively by Activision, Inc. The distribution of this product is intended for the use of the original purchaser only and for use only on the computer system specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer solely for the purpose of executing the program. Copying (except for one backup copy on those systems which provide for it), duplicating, selling, or otherwise distributing this product is a violation of the law. This manual and all other documentation contained herein are copyrighted and all rights reserved by Activision, Inc. These documents may not, in whole or in part, be copied, photocopied, reproduced, translated, or reduced to any electronic medium or machine-readable form without prior consent, in writing, from Activision, Inc. Willful violations of the Copyright Law of the United States can result in civil damages of up to \$50,000 in addition to actual damages, plus criminal penalties of up to one year imprisonment and/or a \$10,000 fine. In addition, violations of the Copyright law of other jurisdictions may result in civil damages and, in certain circumstances, criminal penalties.