

CyClones™

READ ME FIRST!

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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

- 486/33 Mhz IBM DX PC (486/66 Mhz IBM DX2 PC recommended)
Note: 486/33 and 486/40 users may experience voice synchronization problems during the video sequences.
- 4 Megabytes of RAM
- MS-DOS 5.0, 6.0, 6.2x or DR-DOS 6.0
- An **Uncompressed** hard drive with **at least 10 MB free** for the CD version and **at least 20 MB free** for the 3.5" Disk version
- A VGA graphics card with a color VGA monitor
- A 100% Microsoft (or Logitech) Compatible Mouse
- Microsoft mouse driver version 8.20+ (Microsoft Bus Mouse users should use the most current version of the mouse driver 9.01) or Logitech mouse driver version 6.24+
- Minimum CD-ROM drive requirements: 320 ms access time, 150 KB transfer rate, Continuous Read, Single Speed required (Double Speed recommended)

The minimum amount of free base RAM required is:

550,000 BYTES OF FREE BASE RAM
3,080,192 BYTES OF FREE XMS

Remember, 1K is equal to 1024 bytes. For example, 540K equals 552,960 bytes.

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.

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.

Box Contents

Your game box should contain five 3.5" disks or one CD-ROM disk, one CyClones rule book, and this data card.

INSTALLING THE GAME

Disk Version

The disks that come with the game are in a compressed format, and must be installed before you can begin play.

1. To install the game, place Disk 1 in your drive. Be sure this drive is the active drive. For example, to make drive A the active drive, type **A:** and then press Enter.
2. Type **INSTALL** and press Enter. 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.

CD Version

The game cannot be played solely from the CD; some files must be installed to your hard drive before you can begin play.

1. To install the game, place the CD in your CD-ROM drive. Be sure this drive is the active drive. For example, to make drive D the active drive, type **D:** and press Enter.
2. Type **INSTALL** and press Enter. 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 of this data card. Additional information regarding memory, sound, and mouse setup can be found there.

STARTING THE GAME

1. Boot your system normally with MS-DOS 5.0, 6.0, or 6.2x or DR-DOS 6.0.
2. If you have the CD version of the game, insert the CD into the CD-ROM drive.
3. Be sure that the hard disk containing the game is the active drive.
4. Change the current directory to the game's directory. For example, to change to the *default* directory type **CD\CYCLONE** and press Enter.
5. Type **CYCLONES** and press Enter to start the game.

For complete and specific "how to play" information, please refer to the rule book. Any notes regarding changes to the game made after the rule book was printed, or any rules errata can be found after the "Troubleshooting" section. Some changes were made too late to include in this data card. Please read the README.TXT file in your game directory for more information.

COPY PROTECTION

The CD-ROM version of the game does not use copy protection; however, the 3.5" disk version does. To answer the verification question in the 3.5" disk version of CYCLONES, find the indicated page and word under the indicated heading in the rule book, and enter it. The first letter of the word is entered for you to avoid confusion.

SAVING GAMES

CYCLONES requires space on your hard drive for saved games and temporary files. You need approximately 4 megabytes free on your hard drive. Please note that if

SAVING GAMES (continued)

you are using a hard drive compression utility, you may not get the correct amount of hard drive space. Make sure you have more than 8 megabytes free if you are using a hard drive compression utility.

TROUBLESHOOTING

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

MEMORY

This game requires **550,000** bytes of **free** base 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 and/or crashes during play.

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.

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

If Your A: Drive Is a 3.5" Drive

1. Place your CyCLONES disk 1 into your A: drive.
2. Change the active drive to A: by typing **A:** then press Enter.
3. Type **INSTALL BOOT** and press Enter.
4. Follow the on-screen prompts until you see: "Boot Disk Creation Successful."

If Your A: Drive Is a 5.25" Drive and Your B: Drive Is a 3.5" Drive

1. Place a blank disk in your A: drive. (Note: It **must** be your A: drive to operate properly.)
2. Place your CyCLONES disk 1 into your B: drive.
3. Change the active drive to B: by typing **B:** then press Enter.
4. Type **INSTALL BOOT** and press Enter.
5. Follow the on-screen prompts until you see: "Boot Disk Creation Successful."

Note: Your sound card may require sound drivers to be loaded on the boot disk. Please consult your sound card's manual or your original CONFIG.SYS and AUTOEXEC.BAT FILES for the necessary drivers.

If You Have the CD-ROM Version

1. Place a blank disk in your A: drive. (Note: it must be your A: drive to operate properly.)
2. Place your CyCLONES CD into your CD-ROM drive.
3. Change the active drive to the CD-ROM drive (usually D:) by typing **D:** and pressing 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 can be found in the original CONFIG.SYS and AUTOEXEC.BAT files, or the appropriate hardware manuals.

To Start the 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).

After your machine reboots, you will find yourself in the CyClones game directory. Type **CYCLONES** and press Enter to start the game.

This procedure works for most systems. Certain conditions, however, may prevent our program from successfully creating a boot disk for your particular system setup (a nonstandard mouse driver or operating system other than MS-DOS or DR-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: 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 below. Save this file (choose 'Save', not 'Save As'), 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 below. Save this file (choose 'Save', not 'Save As'), and exit.

Sample files:

CONFIG.SYS

```
DEVICE=C:\DOS\HIMEM.SYS
DOS=HIGH
FILES=25
BUFFERS=25
```

AUTOEXEC.BAT

```
PATH=C:\;C:\DOS;C:\MOUSE
PROMPT SP$G
LOADHIGH MOUSE
```

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 at the C:\ prompt, for the correct names and locations of the drivers required.

For example, Media Vision Pro Audio Spectrum 16 users may need the following line in their CONFIG.SYS:

```
DEVICEHIGH=C:\PROAUDIO\MVSOUND.SYS D:1 Q:7 M:0 J:1
```

To Start the 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 press the reset button).
3. Be sure that the hard disk containing the game is the active drive.
4. Change the current directory to the game's directory. For example, to change to the *default* directory type **CD\CYCLONE** and press Enter.
5. Type **CYCLONES** and press Enter to start the game.

SOUND CARDS

The following sound cards are supported: Soundscape, General Midi; Gamewave32/Soundwave32, General Midi; Roland SCC-1/MPU 401, General Midi; Ultrasound, General Midi; Waveblaster, General Midi; Roland LAPC 1, MPU 401; SoundBlaster Pro 16 ASP; SoundBlaster Pro II; SoundBlaster Pro I; SoundBlaster Regular; Adlib Gold; Adlib; Media Vision Pro Audio Spectrum.

If you are experiencing problems with your sound card, try running the diagnostic software that comes with your card. **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. This game was tested only on the listed cards.

If you are experiencing problems with the 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.

Note to Pro Audio Spectrum 16 users: for sound effects and music to function properly, you must disable SoundBlaster Emulation and set DMA to 1.

MOUSE SETUP

If your mouse is not functioning, you should make sure the driver has been loaded for use with DOS-based programs. **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 to see if there is an updated mouse driver available.

If you are using a Microsoft Bus Mouse, you may need to use the /z switch in your AUTOEXEC.BAT or CONFIG.SYS files to get the mouse to function properly.

BEFORE YOU CALL 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:

BEFORE YOU CALL 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
- all 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.

THE SSI HINT LINE

If you need **hints**, call our Hint Line at 1-900-737-HINT. Recorded hints are available 24 hours a day, 7 days a week. Each call costs 95 cents for the first minute and 75 cents for each additional minute. If you are under 18 years of age, you must have your parent's permission. If you don't hear the information you need, please write to us at HINTS, STRATEGIC SIMULATIONS, INC., 675 ALMANOR AVE, SUITE 201, SUNNYVALE, CA 94086-2901. Include a self-addressed, stamped envelope for a reply.

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 size and download time.

ADDITIONAL INFORMATION

Additional **important** information on last minute changes to the game that did not get into the rule book is contained within the README.TXT file. Please review this information before you play CYCLONES. Information concerning **joystick support, item use, keyboard controls, sound card setup, and the tutorial** are all contained within this file.

RULE BOOK ERRATA

The Audio Setup Button has been removed from the Settings option in the Options Screen. If you change sound cards or sound card settings, simply run the sound setup utility from the game directory. See the "Sound Cards" section on the previous panel for more information.



STRATEGIC SIMULATIONS, INC.®