

# Veil of Darkness™

**WARNING: THIS GAME REQUIRES SPECIFIC HARDWARE AND SOFTWARE CONFIGURATIONS TO RUN PROPERLY. IF YOU HAVE PROBLEMS, PLEASE READ THE TROUBLESHOOTING SECTION OF THIS DATA CARD.**

## REQUIREMENTS

The *minimum* system requirements for this game are:

640K of RAM	VGA
DOS 3.3	A Hard Drive

In addition to the basic system requirements, you must also have 8.5 megabytes of space free on your hard drive and at least:

**563,200 BYTES OF FREE RAM.**

**Note: hard drive size and total system memory available have no bearing on *free RAM*.**

To check your free RAM, type **CHKDSK** from within the DOS directory. The free RAM will be listed as "BYTES FREE" at the bottom line of the CHKDSK display. Compare the listed amount to the amount of free memory required by the game. If your amount is lower than the game requires, read the instructions given under the "Memory" section of this data card.

This game may not be compatible with Stacker, Super Stor, or other similar utilities.

## INSTALLING THE GAME

**Your game box should contain the following:** four 5.25" disks or three 3.5" disks; one manual; and this data card.

The disks that come with the game are in a compressed format, and must be installed before you can begin play. **We recommend that you backup your game disks before proceeding.** You can do this with the DISKCOPY command. Refer to your DOS manual for more information on DISKCOPY.

1. To install the game place Disk 1 in any drive. Be sure this drive is the active drive. For example, to make drive A the active drive, type **A:** then Enter/Return.
2. Type **INSTALL** and then press Enter/Return.
3. Follow all on-screen prompts.

## CONFIGURING THE GAME

At this point, you may modify the following configuration features for your particular system.

**Select Input Device:** Choose either Mouse or Keyboard. If you choose Mouse, some Keyboard input is allowed so that you may combine the interfaces for optimal game play. However, if you choose Keyboard, this renders the mouse inactive.

**Select Sound Device:** Select the type of sound on your system. Valid selections are: Soundblaster, PC Speaker, Adlib, Tandy 3-Voice Speaker, Roland, or None.

**Memory:** If expanded memory exists, select how much memory to allocate for the game.

**Palette Intensity:** This value adjusts the game's brightness. If the VEIL OF DARKNESS display is too dark, you may increase this number.

## STARTING THE GAME

1. Boot your system normally with DOS 3.3 or greater.
2. Be sure that the hard disk containing the game is the active drive.
3. Change the current directory to the game's directory.  
For example, to change to the default directory type **CDVEIL** and press Enter/Return.
4. Type **VEIL** and press Enter/Return.

## PLAYING THE GAME

For complete and specific "how to play" information, please refer to the manual.

**Copy Protection:** To answer the verification question, find the indicated page in the manual and select the five faces that appear on the top of that page.

**Saving Games:** If you plan to save your games to floppy, you need to format a save disk before playing. Refer to your DOS manual for more information on formatting disks.

**Printing Notes:** For proper map and text printing, your printer **MUST** be set up to print out using the full IBM character set. Otherwise, you will not be able to get lines for walls. If you are using the laser printer, you may need to change the current display font. Refer to your printer documentation for instructions on how to do this. Also, if you are printing out conversations to a laser printer, you may need to press the Form Feed button to see the end of your conversation (as it may not have filled up a full page in the laser printer's memory).

### Additional Information about VEIL OF DARKNESS:

Type **SETUP** from the VEIL directory to reconfigure your game.

Pressing 'I' tells you what curses or blesses are affecting your character.

Pressing 'M' toggles object magnification on or off.

Combat has been enhanced through the use of auto-targeting. If you attack but are not directly facing an enemy, the computer automatically turns you to face the enemy.

### Disk Option Menu:

SAVE	Save the current game.
RESTORE	Restore a saved game.
DELETE-SAVE	Delete a previously saved game.
CHANGE	Change the name of a previously saved game.
GAME	Go to the Game Options Menu.

### Game Option Menu:

LOGGING	Turn the conversation logging option on or off.
MAGNIFY	Turn magnify mode on or off.
TEXT	Turn battle text on or off.
START	Start a new game.
QUIT	Quit the game and returns to DOS.
DISK	Returns to Disk Options Menu.

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### Logging Option Menu:

ON	Turn logging on.
OFF	Turn logging off.
PRINTER	Set output to printer
DISK	Set output to disk file.
FILENAME	Set disk file name.
RETURN	Return to Game Options Menu.

## TROUBLESHOOTING

This section will provide you with several easy steps to solve some common problems. Lack of free memory is the most common and the "Memory" section is a good place to start.

### MEMORY

This game requires 563,200 bytes of free memory to run. Read the front page of this data card to find out how much memory is required, and how to check your free RAM. A computer with 16 megabytes of RAM can easily run out of free memory. If you do not have enough free memory, the game may tell you in the form of an error message, begin to run poorly, or not run at all. If you have found that your free RAM is too low, you can correct this by adjusting your CONFIG.SYS and AUTOEXEC.BAT files or by creating a bootable disk. Below are sample CONFIG.SYS and AUTOEXEC.BAT files. See the following section for instructions on editing these files. Remember: altering these files may affect the way other programs run on your machine.

#### CONFIG.SYS:

```
FILES=25  
BUFFERS=25  
DEVICE=C:\DOS\HIMEM.SYS  
DEVICE=C:\DOS\EMM386.EXE 1024  
DOS=HIGH,UMB
```

#### AUTOEXEC.BAT:

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

Another way to free more memory while not changing the way your system runs is by creating a bootable disk. A boot disk is a way to temporarily change your system's configuration without possible side effects.

Create a boot disk by placing a blank disk in your A: drive. (NOTE: It must be your A: drive to operate properly.) Next, at the DOS prompt, type **FORMAT A: /S** and then press Enter/Return. After the boot disk is finished formatting, you may wish to create CONFIG.SYS or AUTOEXEC.BAT files on the boot disk.

### EDITING YOUR CONFIG.SYS OR AUTOEXEC.BAT FILES

MS-DOS 5.0 comes with a text editor. If you need to change or create a file, type **EDIT filename** (replace the word *filename* with the appropriate name of the file).

If your version of DOS came without an editor, you may have to purchase a text editor or consult your DOS manual before any changes to these files can be made. **NOTE: You should back-up or copy your original CONFIG.SYS and AUTOEXEC.BAT files before altering them.**

## SOUND CARDS

If you are experiencing problems with your sound card, try running the diagnostic software that comes with your card. **80% of all sound card problems are due to mistaken configurations.**

If you are running a sound card that is not listed on the box label of this game, or are running a sound card in an emulation mode, your results may not be optimum. This game was tested only on the listed cards.

Sound card performance may also be hampered if you do not have enough free memory. Check this game's requirements to see if you meet the minimum free RAM for fully-featured play.

## MOUSE SETUP

If your mouse is not functioning, you should make sure the driver has been loaded. **Windows and other programs of its type have built-in mouse drivers that do not function outside of their environment.** Loading a mouse driver may be as simple as typing MOUSE (and pressing Enter/Return) 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 a software conflict or it may not be fully compatible with this game. Check with the mouse manufacturer to see if there is an updated mouse driver available.

## PLEASE READ THE FOLLOWING SECTION BEFORE CALLING 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 possible solutions.

Because of the millions of different hardware and software combinations possible with today's PCs, **you may still have to refer to 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 agent 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:

- 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 CHKDSK or MEM command (read the "Memory" section)
- the current configuration of your game

Our technical support number is **408-737-6850**. Our hours are between 11 am and 5 pm, Pacific Standard Time, Monday through Friday, holidays excluded. **NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.**

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. 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. (Include a self-addressed envelope for a reply.)

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