Solve the mystery before abduction turns into double murder...

SANTA FE MYSTERIES

SACRED GROUND

A wealthy developer's wife is kidnapped from their Santa Fe hacienda. Did this notorious playboy finally decide to take care of his marital problems? Or could controversy over his plans for a posh ski resort on Native American land be the likely connection?

Begin your investigation and search for clues. Interview a viper's nest of suspects — disgruntled investors, former tenants, jealous lovers and Native American protesters. But when a key suspect is found dead, you'll have only minutes before the kidnapping victim meets the same fate. Can you solve this case in time?

▲ Interrogate suspects in your search for clues. Track your progress on an intricate map of Santa Fe.

◀ Your Personal Detective's Assistant (PDA) connects you to Police headquarters.

▲ Catch Randa Tasker's abductor before it's too late!

▶ Your partner, Detective John Night Sky, returns from "The Elk Moon Murder."

Created by Shannon Gilligan, producer of the award-winning "Virtual Murder Series," and Sam Egan, writer-producer of "Northern Exposure."

SPARK

SANTA FE MYSTERIES

SACRED GROUND

NEVER DISTURB THE SPIRITS

Windows® 95/MS-DOS®/Macintosh® CD-ROM

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 environment 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.

Table of Contents

Minimum System Requirements
for Windows 95 and MS-DOS

- 100% IBM PC-compatible computer
- 486 DX2/66 MHz processor
- 8 MB of physical RAM
- Double-speed CD-ROM drive (300K/second sustained transfer rate)
- VESA local bus or PCI video card with 1 MB of video RAM
- 16-bit hgh-color SVGA (640 x 480) – thousands of colors
- 100% Microsoft®-compatible mouse and driver
- 100% Sound Blaster 16-compatible sound card (for digital 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 6.22 operating system
- 16 MB of uncompressed hard disk space

Additional System Requirements for Windows 95
- A 100% Windows 95-compatible computer system (including compatible 32-bit Windows 95 drivers for CD-ROM drive, video card, sound card and input devices)
- Microsoft Windows 95 English language operating system
- 38 MB of uncompressed hard disk space

Note: The Windows 95 version uses new Microsoft DirectX technology, which requires your system to support DirectX fully. If your system does not support DirectX, we suggest trying the MS-DOS version.

Minimum System Requirements
for Macintosh

- Macintosh or 100% compatible
- 68LC040 – 66/33 MHz or any PowerPC processor
- 8 MB built-in RAM and 8 MB virtual memory or 16 MB built-in RAM (recommended)
- Double-speed CD-ROM drive (300K/second sustained transfer rate)
- 20 MB of uncompressed hard disk space
- 640 x 480, 16-bit graphics – thousands of colors*
- 13" color monitor
- System 7.5.1
- Sound Manager 3.1**

*Sacred Ground requires 16-bit graphics to run; therefore your system must be able to support thousands of colors.

**Included

Introduction

Welcome to *Sacred Ground*. As a rookie detective on the Santa Fe force, you will encounter many leads. Use your time wisely or you won't solve the case!

The first decision you have to make is which version to install — Windows 95, MS-DOS, or Macintosh. All versions are on the CDs and you should choose the one that is best for your system. Your system components may restrict which version you should use. Please check the minimum system requirements and 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. It is important that you check with your hardware manufacturers to determine if your system will support DirectX. Please see the "DirectX" section in this manual for more information.
- Uses 20 MB more hard disk space than the MS-DOS version due to the demands of virtual memory.
- Requires that your display be set to "High-Color (16 bit)"
- Has a Sacred Ground Technical Help file that is easily accessible through the title screen.

About the MS-DOS Version

- Does not use Microsoft's DirectX, so choose the MS-DOS version if your system cannot support DirectX.
- May require that you configure your sound settings manually, even though *Sacred Ground* can be played through the Windows 95 MS-DOS prompt.
- May require some changes to your system configuration.
- Has a Sacred Ground Technical Help file that is accessible through the Sacred Ground directory.
- Cannot be run through Windows 3.1.

About the Macintosh Version

- Uses Sound Manager® 3.1. This has been included in the installer.
- Will automatically set your monitor to a bit depth of 16 bits (thousands) when you run *Sacred Ground*, but will restore your original setting when you quit.

The story lines, plot and characters in *Sacred Ground* are fictional. Any similarities between the game's story lines, plot or characters and any actual events or persons is purely coincidental.

In the course of playing *Sacred Ground*, references are made to the United States government and its various agencies, including the Federal Bureau of Investigation. None of such agencies have approved or endorsed or in any way are associated with the making of *Sacred Ground*, nor is the game an authorized product of any such agencies.

Getting Started

Before Running the Game

When playing, 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 *Sacred Ground* if they have other memory-intensive applications running at the same time. We highly recommend running *Sacred Ground* as a stand-alone application.
- Make sure you've adjusted your speaker level to a comfortable level.
- Refer to the Technical Help or README file during installation for more details.

Windows/MS-DOS Conditions

- Make sure your hard drive has at least 38 MB of uncompressed free disk space for virtual memory before starting the Windows 95 version.
- Set your display palette to "High-Color (16-bit)" to run the Windows 95 version.
- Do *NOT* play the MS-DOS version of *Sacred Ground* through Windows 3.1x. Completely exit out of Windows and start the game from the MS-DOS prompt.

Macintosh Conditions

- If you only have 8 MB of RAM, make sure you set up 8 MB of virtual memory.
- Disable all unnecessary extensions as these may degrade performance.
- Turn File Sharing OFF.
- We recommend disabling RAM Doubler or Disk Doubler.

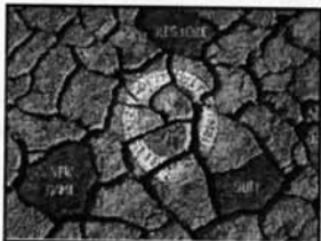## Starting the Windows 95 Version

After installing the game (see the section "Installing *Sacred Ground for Windows 95*"), insert **Disc 1**. Click **Play**. To begin a new game, click **New Game**. To restore a saved game, click **Restore**.

Starting the MS-DOS Version

After installing the game (see the section "Installing *Sacred Ground for MS-DOS*"), insert **Disc 1**. Go to the MS-DOS Sacred Ground directory. If *Sacred Ground* is stored in the **C:\SACRED** default directory, type **C:** and press **Enter**.

At the C:\> prompt, type **CD\SACRED** and press **Enter**. At the C:\SACRED prompt, type **SACREDOS** and press **Enter** to start the game. To begin a new game, click **New Game**. To restore a saved game, click **Restore**.

Starting the Macintosh Version

After installing the game (see the section "*Installing Sacred Ground for Macintosh*"), insert **Disc 1**. Locate the **SACRED** folder on your hard disk, double-click on it to open it and double-click on the **Sacred Ground** icon (it will either say SACRED PPC or SACRED 68K, depending on your processor type). To begin a new game, click **New Game**. To restore a saved game, click **Restore**.

Playing *Sacred Ground*

Using the Mouse

Sacred Ground uses both the left and right mouse for buttons for Windows and MS-DOS.

Mouse Button (Left mouse button for Windows and MS-DOS)

The button is used for all game-related activities. During different parts of the game, the button performs different functions:

The cursor will appear as a gray and red cross in a non-interactive area.

The cursor will appear as a gold and red cross when you can activate hot spots.

When you can move through an environment, the cursor will appear as a directional compass indicating the direction in which you can travel.

SPACEBAR   Skips past movies.

Saving and Restoring Games

Windows and MS-DOS Conditions

The **right mouse** button or **Esc** key can be used to display the Option menu. In the Option Menu you can save a game (we recommend that you save games often), restore a saved game, set volume levels and exit a game.

The Option menu cannot be accessed when the PDA is active, when you are in the middle of an interview, or while the police computer arrest screen is displayed.

To save a game, click the right mouse button to access the Option menu and then select **Save Game**.

In Windows 95, the default directory for saved games is **Program files\Activision\Sacred**. In MS-DOS, it will default to the **SACRED** directory.

We recommend that you save often so you can go back to an earlier point in your game rather than starting over from the beginning.

To restore a saved game, insert **Disc 1** in the CD-ROM drive, click **Play**, then **Restore** and then select your saved game.

In the MS-DOS version, to restore a saved game, insert **Disc 1** in the CD-ROM drive, start *Sacred Ground*, click **Restore** and select your saved game.

Macintosh Conditions

The menu bar options are available at any time during the game except while the PDA is active, during an interview sequence, or while the police computer arrest screen is displayed.

To save a game, move your cursor to the top of the screen until the menu bar appears, choose **Save As...** from the File menu and name the game. The default saved game name is Sacred Ground Save. You may enter a new name if you wish.

To restore a saved game, insert **Disc 1** in your CD-ROM drive. After the **CD-ROM** icon appears on the desktop, locate the **Sacred** folder icon on your hard drive and double-click on it to open it. Then double-click on the **Sacred** (SACRED PPC or SACRED 68K) icon to launch the game. When the opening screen appears, click **Restore** and select your saved game.

Using the PDA

Activate your Personal Digital Assistant (PDA) by clicking once on the **PDA** icon in the lower right corner of the screen. The display to the right will appear. Click on the **Help** icon for more information on how to play the game.

PDA general function

HELP

QUIT: click to close the PDA.

EVIDENCE: click to access information concerning items which have been entered into evidence.

MAIL: click to access e-mail, forensics reports and alibi verifications.

CASEFILE: click to access all information regarding suspects, informants, and their respective alibis.

MAP
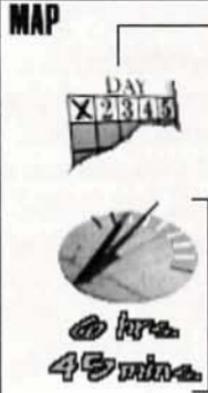
CALENDAR: shows the current day (1-5); each day which has passed is marked with an X. Each day consists of 8 working-hours.

Locations on the map which may be visited are denoted by a halo of light which appears around them.

Moving the cursor over the location will reveal the name of the person who lives there.

SUNDIAL: displays the amount of time remaining in the working-day

These icons always appear on your screen to show time elapsing. Note: When you move the cursor over a possible activity, the time cost appears on the sundial.

Installing *Sacred Ground for Windows 95*

Before Installing

Please make sure your computer system is 100% Windows 95-compatible; *Sacred Ground for Windows 95* is not compatible with Windows 3.1.

For *Sacred Ground for Windows 95* to operate best, it requires that your system have the latest Windows 95 DirectX supporting 32-bit drivers for your CD-ROM drive, sound card and video card, as well as any other peripherals you want to use. 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 Sacred Ground Help file. Just press the **More** button on the Sacred Ground title screen (which displays shortly after inserting **Sacred Ground Disc 1** into your CD-ROM drive), then click the **Technical Help** button. We have supplied a list of major computer hardware companies and their telephone numbers. You can find them listed under "Customer Support", under "Vendor List." This file has a lot of other helpful information on installation and system setup, as well as game-specific technical help.

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 **Sacred Ground Disc 1** into your CD-ROM drive and wait a few moments until the Sacred Ground title screen appears.

3. There are three buttons on the title screen. Click the **Install** button to begin the installation process and then follow the on-screen instructions.

Note: The game will play faster and smoother with the larger installations. *Sacred Ground* can retrieve 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. This will be especially noticeable during transitional aspects of *Sacred Ground*. Also, the sound will play back more evenly in many cases.

After Sacred Ground 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 on DirectX, see that section under "Windows 95 Troubleshooting" in this installation guide.

Now you can run *Sacred Ground for Windows 95* by choosing **Programs\Sacred Ground\Sacred Ground** from the **Start** menu or by clicking **Play** on the Sacred Ground title screen.

Note: *Sacred Ground* requires that your display color palette be set to "High-Color (16 bit)" and that the Start Task Bar property "Always on Top" *NOT* be activated.

Register Your Copy of *Sacred Ground for Windows 95*

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

Title Screen Button Functions

Install – Click this button to start the Sacred Ground installation process.

Play – Once installed, click this button to start *Sacred Ground*.

Exit – Click this button to close the title screen and exit *Sacred Ground*.

More – Click this button to access the following buttons:

- **Uninstall** – Click this button to remove all *Sacred Ground for Windows 95* installed files.
- **Technical Help** – Click this button to view helpful troubleshooting information.
- **Electronic Registration** – Click this button to register your copy of *Sacred Ground* electronically using your modem.
- **About Activision** – Click this button to view information on how to contact us.

Windows 95 Troubleshooting

DirectX

Upon completion of the Sacred Ground setup, Microsoft's DirectX2 installer will automatically update and install any necessary DirectX2 files. If you already have Microsoft's DirectX2 or later version installed on your computer, the installer will detect this and will not overwrite any files. You will not need to restart your computer after installation to run *Sacred Ground*. Please refer to the online help file for more information about Microsoft's DirectX.

PROBLEM	SOLUTION
I can't find the Help option	From the title screen, select **More**, then **Technical Help** to get Technical Help.
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 20 MB of free hard disk space for virtual memory before starting *Sacred Ground*.

PROBLEM	SOLUTION
On a 486/66, my system locks up when I attempt to replay an interview in the PDA	You need to change your screen resolution. From the **Start** menu, select **Settings/Control Panel/Display**. In **Display mode**, select the **Settings** tab. In the **Desktop area**, move the slider from 640 x 480 pixels to 800 x 600 pixels. Now restart your system for the changes to take effect.

Installing *Sacred Ground for MS-DOS*

Before Installing

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

Hard Disk

The game requires at least 16 MB of UNCOMPRESSED free hard disk space. *Sacred Ground* will not work properly using compressed hard disk space (such as Stacker and Double Space). If you have the space, there are two other installation options that require additional hard disk space.

Note: The game will play faster and smoother with the larger installations. *Sacred Ground* can fetch 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. This will be especially noticeable during transitional aspects of *Sacred Ground.* The sound will also play back more evenly in many cases.

Memory

In order to run *Sacred Ground 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

Sacred Ground requires MS-DOS 6.22 or later. Other operating systems (e.g., OS/2 Warp and Windows NT) are not supported. 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.

VESA Video Drivers

Sacred Ground for MS-DOS requires that your system have a standard VESA video driver. Please verify that you have one loaded before launching *Sacred Ground for MS-DOS.* If the VESA driver supplied by your video card does not function properly with *Sacred Ground for MS-DOS,* we have included the shareware version of SciTech's Display Doctor, a universal VESA driver, on **Disc 1**. Please refer to the HELP.TXT file for details on how to install.

How to Install

Installing Under MS-DOS

1. Insert **Sacred Ground Disc 1** into your CD-ROM drive (for these instructions, we will assume that your CD drive is drive D:).
2. At the MS-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 *Sacred Ground* was installed. To begin your *Sacred Ground* experience, type **SACREDOS** and press **Enter**.

Need More Details?

- For sound card setup, see the section "Configuring Sound Devices" on page 20.
- For Electronic Registration, see the section "Electronic Registration" on page 23.

Installing the MS-DOS Version Under Windows 95

1. Make sure the **Sacred Ground Disc 1** is in the CD-ROM drive.

2. 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**.

3. 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.exe** icon in the MS-DOS folder. (The icon is a picture of a window labeled "Install.exe.") Double-click on this icon to start the Sacred Ground MS-DOS installer and follow the on-screen instructions.

Important: Note that a message will appear at the end of the installation process that asks if you want to make a boot disk — answer "No." The game's boot disk-maker utility was designed for systems using MS-DOS as their operating system and will not work properly with Windows 95.

4. After installation is complete, if the MS-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 MS-DOS box window.

5. Double-click on the **My Computer** icon. In the window that opens, double-click on the icon for the hard disk drive where *Sacred Ground* was installed. Look for the **Sacred** folder icon. (The icon is a picture of a folder labeled "Sacred.") Double-click on this icon to open the folder; look for the **SACREDOS** 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 *Sacred Ground* (default is C:\SACRED), and from the Sacred Ground directory type **SACREDOS** 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 MS-DOS drivers.

Configuring Sound Devices

In order for *Sacred Ground* to run properly, you must correctly select and set your sound devices for digital audio. Selecting an incorrect sound device or setting may cause *Sacred Ground* to lock up or play with poor sound and choppy video. If you are unfamiliar with your sound device and its settings, we recommend you begin with the Auto Detect feature.

Auto Detect
The Auto Detect feature will attempt to identify your digital sound hardware and settings only. Select **AUTO DETECT** and proceed with the Auto Detection sequence. The program has a list of sound cards and tries to match your card to one on its list. If the card responds to the matching process, then the card's name and the program's best guess of its settings are displayed.

At this point, if you know the card it selected is wrong, see "Mistaken Detections" below. Otherwise, select **TEST**. If your digital sound device has been set correctly, you will hear an audible recording confirming a successful match.

Because Windows 95 often traps input/output (I/O) requests, it is very difficult to auto-detect sound cards while the sound card setup program is running from a Windows 95 MS-DOS prompt. It is recommended that the Auto Detect feature is not used from a Windows 95 MS-DOS prompt; use the manual setup instead.

Lock-Ups
Some sound cards do not react well to the matching process and may lock up your computer. If this happens, restart your system and try the manual method for selecting your sound device.

Mistaken Detection
Some sound cards can be mistaken for other cards. As such, the Auto Detect may incorrectly identify a card and the Test will not provide an audible recording indicating a successful match. In this case you should try the manual method for selecting your sound device.

Sound Card and Proper Settings Information
Here are a couple of methods to try and find out what your sound card and the proper port, IRQ and DMA settings are for your computer.

- In Windows 95 – From the Start menu, select **Settings** then **Control Panel**. Double-click on the **System** icon, then click the **Device Manager** tab. Now double-click **Sound, Video and Game Controllers** and highlight your sound card. Click on the **Properties** button, then the **Resources** tab to see the settings for your card.

- In MS-DOS and Windows 3.1 – 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 MS-DOS prompt and look at the BLASTER= line.

Manual Selection of Digital Sound Device

First highlight **SELECT DIGITAL** on the main screen; press **Enter**. Next, highlight a Digital Device on the the list that matches your sound card and press **Enter** (the default choice is a Sound Blaster 16). We suggest you try accepting the default settings for port, DMA and IRQ, unless you know your settings are different. Finally, select **TEST** and press **Enter**.

If you do not hear an audible recording, then the digital device and/or the settings may not be correct. Go back to the Digital Device list and select another sound card and/or select the correct settings for DMA and IRQ and select **TEST** again. Repeat this until you hear an audible recording indicating a successful match. Then select **OK** to accept and exit. You will not need to configure a MIDI sound device, as *Sacred Ground* has no MIDI sound.

Note: Many sound cards will pass the test when Sound Blaster is selected, as many can emulate an 8-bit Sound Blaster. For best sound quality and fast movie play, we recommend you select a sound device that best matches your 16-bit sound card.

Finishing the Sound Setup System

When back on the main screen you may re-test your digital choice. To finish the sound setting process, select **OK** and press **Enter**. Then select **OK** again and press **Enter** to save your sound configuration settings.

Electronic Registration (North America Only)

After the game is installed, you will be presented with the option to register your copy of *Sacred Ground* via our online registration system. If you have a modem connected to your computer, registering your purchase of *Sacred Ground* 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 *Sacred Ground*, it is easy to change your sound device configurations, make a boot disk or register *Sacred Ground* electronically (if you bypassed this step while installing). Simply go to the Sacred Ground directory on your hard drive, type **SETUP** 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 **HELP.TXT** file. If you have Windows 3.1, you can use the **HELP.HLP** file. It is easier to navigate and read since it is in a Microsoft help file format.

MS-DOS Troubleshooting

Memory

Sacred Ground requires a minimum of 8 MB of system memory (RAM). On some machines, even if you have the required 8 MB, *Sacred Ground* may report that you do not have enough free extended or conventional memory.

During game startup, *Sacred Ground* 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 *Sacred Ground* in order to make this memory available.

You might also try disabling SMARTDRV, changing your CONFIG.SYS and AUTOEXEC.BAT 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.

Installing *Sacred Ground for Macintosh*

How to Install

1. Before installing, close all other applications and make sure you've disabled all unnecessary system extensions (e.g., virus detection software). The simplest way to do this is to open the **Extensions Manager** in the Control Panel and un-check all unnecessary extensions that you may be running. Then restart your computer.

2. Insert **Sacred Ground Disc 1** into your CD-ROM drive and wait a few moments until the **Sacred_1** icon appears. Double-click on the **Sacred_1** icon, which will then open the CD-ROM window. Double-click on the **Installer** icon. Follow the on-screen directions. If you install a new version of Sound Manager, your Macintosh will restart after installation is complete. Make sure you check the **README** in the installer for the latest information.

   Note: The game will play faster and smoother with the larger installs. *Sacred Ground* can retrieve 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. This will be especially noticeable during transitional aspects of *Sacred Ground*. Also, the sound will play back more evenly in many cases.

   Now you can run *Sacred Ground* by double-clicking on the **Sacred Ground** icon in the **Sacred** folder. (The icon will say either SACRED PPC or SACRED 68K, depending on your processor type.)

Title Screen Button Functions

New Game – Click this button to start a new *Sacred Ground* game.

Quit – Click this button to close the title screen and exit *Sacred Ground*.

Restore – Click this button to load a saved game.

Macintosh Troubleshooting

PROBLEM	SOLUTION
I can't find the Help option	Online help is available on **Sacred Ground Disc 1**. Insert it in your CD-ROM drive and double-click on the **Sacred_1** icon. This will open a window where you may select **Sacred Ground 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. • You may not have enough free RAM to run the installer. Make sure you aren't running any other applications before installing. • Check that you are running System 7.5.1 or later. *Sacred Ground* may have problems on older systems.
Can't recognize Disc 2	Be sure your Foreign File Access, ISO 9660 and High Sierra extensions are enabled.

Customer Support

Before contacting customer support, please consult the 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 technical help file you are still experiencing problems, please feel free to contact us through any of the services listed.

So that we can better help 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 DX2/66, Pentium 90)
4. Video and sound card make and model (e.g., Diamond Stealth 64 video, Sound Blaster 16 sound)

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** and then **Other Location…** At the prompt, type "Activision" and click **OK**.
- **America Online:** Use keyword "Activision" to locate the Activision forum.
- **CompuServe:** 76004,2122 or [GO GAMBPUB]
- **Activision BBS:** (310) 479-1335 Up to 28,800 Baud; Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

In the U.S.

Fax   (310) 479-7355, 24 hours a day

FaxBack (310) 473-6453, 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 service 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.

In Australia & the U.K.

For Technical Support:

In Australia, please call **1902 962 000**.

In the U.K., please call **0990 143 525**.

If you have any comments, questions or suggestions about this game, or any other Activision product, you can contact us in the U.K. on **0181 742 9400** between the hours of 1:00 p.m. and 5:00 p.m. (U.K. time) Monday through Friday, with the exception of holidays, or contact a customer support representative through the following online services.

For Technical Support and Customer Service in areas not listed, please contact your local distributor or Activision via online. (Please note that online support is available in English only.)

Santa Fe Mysteries: Sacred Ground for Windows 95, MS-DOS & Macintosh

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Internet/E-Mail Address

Last Name   First Name

Street   Apt. No.

City   State or Province

Zip/Postal Code   Country   Phone

Birthdate   Player's Gender   M   F   Date of Purchase

Computer Type: ☐ IBM Compatible   ☐ Macintosh

Processor: ☐ 486   ☐ 68030   ☐ 68040   ☐ Pentium   ☐ Power PC   ☐ Other _____

RAM Memory: ☐ 4 MB   ☐ 8 MB   ☐ 16+

Operating System: ☐ DOS   ☐ Windows   ☐ Mac

Preferred Games: *Check all that apply*

☐ Action   ☐ Adventure   ☐ Role playing   ☐ Sports   ☐ Simulation   ☐ Strategy

Console game systems in your home: ☐ Nintendo 64   ☐ Sega Saturn   ☐ Sony PlayStation

How many computer games do you own? _____   **Console games (Sony, Sega, Nintendo)?** _____

How many computer games do you *plan to buy* in the next 12 months? ____

Console games (Sony, Sega, Nintendo)? _____

How many people in your household play these games? ☐ Just me   ☐ 2   ☐ 3+

Where did you hear about this product? ☐ Store shelf   ☐ Friend   ☐ Magazine
                                          ☐ E-mail announcement   ☐ Internet site