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Minimum System Requirements

- Macintosh® or 100% compatible
- PowerPC Processor (Some versions of the 603e chipset are not supported.) (Note: 68000, 020, 030, 040 not supported)
- System 7.5.1
- Double-speed CD-ROM drive (300K/second sustained transfer rate)
- 16 MB built-in RAM (needs 8 MB free)*
- 35 MB of free uncompressed hard disk space
- 640 x 480, 16-bit graphics - thousands of colors**
- 13" color monitor
- Sound Manager 3.1

* *Virtual memory is not supported*

** *Zork Nemesis requires 16-bit graphics to run, therefore your system must be able to support thousands of colors.*

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Introduction

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

This Zork Nemesis installation guide assumes that you are familiar with common Macintosh usage and basic mouse functions such as clicking, double-clicking and selecting. Please refer to the **README** in the Zork Nemesis Installer for the most up-to-date information.

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 *Zork Nemesis*, but will restore your original setting when you quit.

Getting Started

Before Running the Game

When playing *Zork Nemesis* 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.
- Please disable all unnecessary extensions as these may degrade performance.
- Turn off virtual memory.
- Make sure that you have your ISO 9660, Foreign File access and High Sierra extensions enabled.
- Make sure you've adjusted your speaker volume to a comfortable level.
- Turn File Sharing OFF.
- Refer to the Zork Nemesis Help file on Disc I for more details.

Note: Before you play the game, make sure that you have turned Gamma Correction OFF (to Uncorrected Gamma). Gamma Correction can be changed in the Monitors Control Panel (if you have System 7.5.2 or higher). In earlier System versions, Gamma Correction can be turned off by going to the Sound and Displays Control Panel; double-click on display, then select Uncorrect Gamma in the bottom left-hand corner of the screen.

Playing the Macintosh Version

After installing the game (see page 12), insert **Disc I**. Locate the Zork Nemesis folder on your hard disk, double-click on it to open it and double-click on the **Zork Nemesis** icon. 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: navigation cursors (which help you explore 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*.

Note: Zork Nemesis requires that you click the mouse button only once to initiate each command. Double-clicking may cause game errors.

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 (press ⌘–P) to slow the Pana Rotation down.

You can also pan left and right by using the arrow keys on the keyboard.

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 mouse button while holding down the Shift key. 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 mouse button while holding down the Shift key 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 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 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 button 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.

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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 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 mouse button.
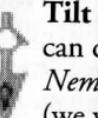
Tilt Up and Down Arrows: Tilting is just like panning except that you can do it vertically, opposed to horizontally. Unlike panning, *Zork Nemesis* only lets you tilt in particular locations and up to a fixed amount (we wouldn't want you to fall over and hurt yourself!).
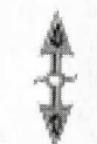
Double-Headed Vertical Arrow will appear whenever you get to a place where you can tilt. This is to tip you off that you can go to the top or bottom of your screen to get the Tilt Up or Down Arrow. When a Tilt Arrow appears, click the mouse button. This will switch you from horizontal panning to tilting, allowing you to look up and down, and interact with objects above and below you. To switch back to the horizontal panning, simply click on the mouse button 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 mouse button to turn around.

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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 mouse button, holding the mouse button down. While you hold the 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 the 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 mouse button with the Shift key hold down until the picture of the item you want to drop becomes the active cursor, then click the mouse button to drop it. Note that only certain items can be left in certain places.

Commands

Save — To save a game, press ⌘S to display the Save screen. 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 overwriting the old file.

Restore — To restore a saved game, press ⌘R to display the Restore screen. Then select the game you wish to restore by clicking on it with the mouse button.

Prefs (Preferences) (Press ⌘P)

> **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.

Note: You cannot access any of the special commands (Save, Restore, Prefs, on-screen hints) from within each command's screen. You must return to the game first and then select the command you desire.

Keyboard Controls

|	
Shift + Mouse Click	Select object from inventory.
⌘ S	Save
⌘ R	Restore
⌘ Q	Quit
⌘ P	Prefs
Spacebar	Allows you to skip the movies.
? (or /)	On-screen hints

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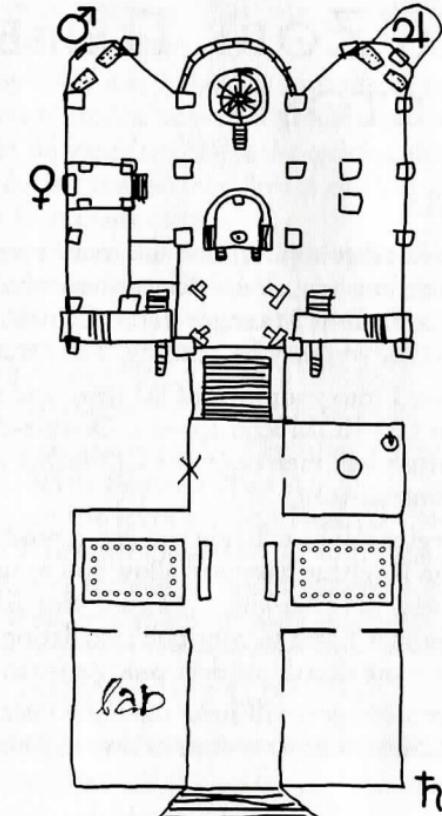
Installing Zork Nemesis for Macintosh

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 *Zork Nemesis* **Disc I** into your CD-ROM drive and wait a few moments until the Zork Nemesis CD-ROM icon appears. Double-click on the **ZORKNEM_I** icon which will then open the CD-ROM window. Double-click on the **Install Zork Nemesis** icon.

3. Before *Zork Nemesis* begins the installation process, a product registration window will appear. Clicking on **Register Now** will allow you to immediately register your copy of *Zork Nemesis* with Activision. (This option is available only in North America.) Click on **Register Later** to continue installation and register at a later time. See next page for more details on electronic registration.

4. After the registration process, you will enter the main installer. Follow the on-screen directions. If you install new versions of Sound Manager, your Mac 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. *Zork Nemesis* 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 *Zork Nemesis*. Also, the sound will play back more evenly in many cases.

Now you can run *Zork Nemesis* by double-clicking on the **Zork Nemesis** icon in the **Zork Nemesis** folder located on your hard drive. See the Getting Started section for important information.

Register Your Copy of Zork Nemesis for Macintosh
(Available in North America Only)

To make it fast and easy, you can use our Electronic Registration system. There are two ways to access it: 1) Select **Register Now** during the installation process, or 2) Insert **Disc 1** and to run the installer, click **Register Now** and fill out all of the requested information. When the main installer's help screen appears, hit the cancel button to exit. **In territories outside of North America, please fill in the registration card and send it to the Activision address in your region.**

Title Screen Button Functions

New Game – Click this button to start a new *Zork Nemesis* game.

Quit – Click this button to close the title screen and exit *Zork Nemesis*.

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 Zork Nemesis Disc 1. Insert *Zork Nemesis* **Disc** I and double-click on the **Zork Nemesis Help** icon.
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. *Zork Nemesis* may have problems on older systems.
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. Your computer needs to have at least 8 MB of RAM free in order to properly run Zork Nemesis. • Too many other applications may be running. Close other applications and try again. We strongly recommend that you do not run other applications while running *Zork Nemesis*.

PROBLEM	SOLUTION
Game freezes	• Make sure your computer has at least 8 MB of RAM free and virtual memory turned off. • Be sure that RAM Doubler is not enabled.
No sound, partial sound, or no voices or sound effects	• Make sure your speakers are plugged in correctly and turned on, and make sure the volume is turned up to an audible level. • Quit the game, select the Sound control panel on your Macintosh and adjust the volume.
Game too slow	• Make sure you are running *Zork Nemesis* on a Power Macintosh. • Increase Disk Cache size in Memory control panel.
Heavy screen pixelation	Adjust brightness and contrast on the monitor. Make sure you have your monitor set to "uncorrected gamma." (see page 3)
Discs II and III are not being recognized	Be sure your Foreign File Access, ISO 9660 and High Sierra extentions are enabled.

Customer Support in the U.S.

Before contacting Customer Support, please consult the Zork Nemesis 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. You computer's processor type and speed (e.g., Power Macintosh 7500/80…)

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: 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)

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
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 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 1902 962 000. 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**.

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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.

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

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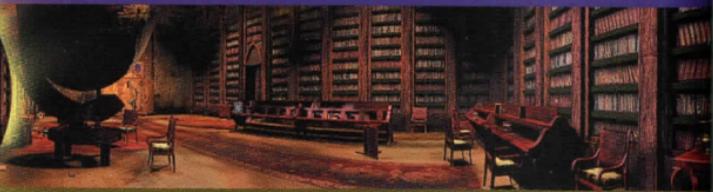
EVIL RULES THE FORBIDDEN LANDS. HERE, THE SOULS OF THE EMPIRE'S GREAT ALCHEMISTS LIE IN PERPETUAL HELL...AT THE HANDS OF THE NEMESIS.

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?

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