

PC  
CD  
ROM

# CHICKEN SHOOT



ZUXXEZ  
ENTERTAINMENT AG

[WWW.CHICKENSHOOT.COM](http://WWW.CHICKENSHOOT.COM)

Toonflax 

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# EPILEPSY WARNING

**PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.**

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to a daily dose of flashing or similarly strong lighting effects. Such individuals may experience a seizure while operating computer or video games. This can also effect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure. If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before you use this game. Parental guidance is suggested for all children using computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game.

**TURN THE COMPUTER OFF IMMEDIATELY  
and consult your doctor before playing again.**

## PRECAUTIONS DURING USAGE

- ✦ Do not sit too close to the monitor. Sit as far away as comfortably possible.
- ✦ Use as high a resolution as possible.
- ✦ Do not play when tired or short of sleep.
- ✦ Ensure that there is sufficient lighting in the room.
- ✦ While playing a computer or video game, be sure to take a break of 10-15 minutes every hour.



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# SYSTEM requirements

## Minimum Requirements

- ◆ Windows 98 / Me / 2000 / XP
- ◆ DirectX 8.1 or higher
- ◆ Processor Pentium II 300 MHz
- ◆ 64 MB RAM
- ◆ 300 MB available hard disk space
- ◆ DirectX™ compatible 3D-Graphic-card with 8 MB RAM
- ◆ CD-ROM drive
- ◆ Keyboard and mouse

## Recommended Requirements

- ◆ Windows XP und DirectX 9.0
- ◆ Processor Pentium III 1,0 GHz
- ◆ 128 MB RAM
- ◆ DirectX™ compatible 3D-Graphic-card with 16 MB RAM
- ◆ DirectX™ compatible 16-Bit sound card
- ◆ 8X CD-ROM drive
- ◆ Keyboard and mouse

## Game description



As Chicken Bill enjoys his well-earned afternoon nap hoards of crazy chickens help themselves to his corn supplies. Now, after being rudely awakened by contented clucks and squawks from this invasion of feathered fiends he needs your help to master this poultry pest

All chickens may be blown out of the sky and shot wherever they are and you will be rewarded for your services with points. Only chicks and other animals bring minus scores. Beware; some of your feathered opponents throw eggs, which bring you a reduction in points.

First in the farmyard and then through an idyllic and beautifully drawn forest, it takes a lot to put an end to these cavorting cocks and hens. The most successful chicken hunters come into the Chicken Shed (bonus level) but only after completing some tricky little puzzles in the first two levels.

The big hunt then continues in the desert and in the Frozen North. Whoever survives these levels reaches the final level, a huge tree populated with poultry gone wild protecting a heavily defended "mother of all eggs" at the top.



# INSTALLATION

Lay the "ChickenShoot" CD Rom in your CD-ROM drive and the Autorun menu appears.

Note: should the Autostart function be deactivated on your computer, click on "My Computer" on your desktop and select the CD-Rom symbol. Then click on the file "Topstart.exe" in the window that appears.

Select "**Install ChickenShoot**" from the options in the menu and follow the instructions on the screen.

"ChickenShoot" requires DirectX™ 8.1 or higher. The installation program offers the possibility of installing DirectX™ 9.0 after installation of the game.

Install DirectX 9.0 Check the install Option "Install DirectX 9.0 " and click on finish. Installation begins automatically and then follow the instructions on the screen. When the process is complete your PC will need to be restarted

DirectX can also be installed at a later date. To do this, simply choose the menu option "Install DirectX 9.0" from the autostart menu on the CD Rom.



## De-installation

To remove the game from your PC click on Start -> Programs -> Zuxxez -> Uninstall ChickenShoot and then please follow the instructions on the screen

**PLEASE NOTE:** If you make Screenshots from "ChickenShoot" or put other data in the "ChickenShoot" directory, they will be deleted when the game is uninstalled.

If this is the case, we recommend that screenshots and other files be copied manually with Windows Explorer into another folder.



# Starting the game

"ChickenShoot" can be started in two ways:

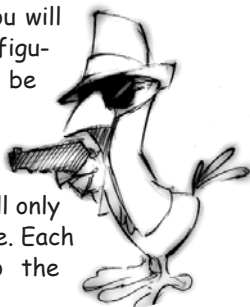
- From the Start menu in the program group "ChickenShoot" or
- By clicking on the "ChickenShoot" icon on your desktop or Quickstart bar, if you chose this option during installation.

## Starting the game in window mode

To start the game in window mode, you must ensure that the properties of the Windows Desktop are set to High Color (16 Bit) otherwise the game can only be started in full screen mode. Using the keyboard combination **Alt+Enter** you can switch between full screen and window mode at any time during the game, but only with the above-mentioned settings.

## important - Serial number!

When launching „Chicken Shoot“ for the first time you will be asked to enter the serial number. Your personal 16 figure serial number must be given before the game can be started and it can be found on the inside of the DVD-Box, under the CD-ROM. Please enter the number as it is printed, upper and lower case letters make no difference. When the number has been accepted once, will only have to be re-entered by a new installation of the game. Each serial number is unique and guarantees access to the "ChickenShoot" Online Server.



If two accounts are created with the same serial number, that number will be blocked automatically!

If you want to play ChickenShoot in a network, you will need an additional serial number for each workstation. They can be ordered online under [www.chickenshoot.com](http://www.chickenshoot.com) at a reduced price.

If there is no serial number in the your copy of the game, please contact us directly

e-Mail: [info@zuxxez.com](mailto:info@zuxxez.com)

Telephone: +49 (0) 6241-2688-0

FAX: +49 (0) 6241-2688-88



In this case, please keep your purchase receipt at hand.

# Main MENU

After starting the program the Main Menu appears and navigation follows either with the mouse or the cursor keys up/down and the selection is confirmed with a left mouse click or by pressing the Return key.

The main menu offers the following choices:



**New Game:** starts a new round

**Options:** difficulty level, graphic, sound, network and keyboard settings.

**Highscore:** list of the best game results.

**Info:** names all the people involved in the development of this program

**Quit:** click here to leave the game.



## NEW GAME

ChickenShoot offers three gaming modes:

- Arcade
- Classic
- Multiplayer

With "Back" you return to the main menu

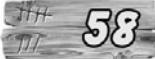




# ARCADE MODE

**Arcade Mode-** in this mode there is no time limit; the objective is to shoot a specific number of chickens in each level. When this number of chickens has been shot the player goes up to the next level.

**Beware!** If you do not find the last 10 chickens towards the end of the game, those chickens destroy themselves and for each one not shot points will be deducted at the end of the game and shown in the statistics at the end of the level.

 The number of chickens still to be shot is shown on a board in the top left hand corner of the screen.

In Arcade Mode Chicken Bill is attacked by egg throwing chickens. The maximum energy of the main character is 100 points and sinks with every egg that hits the screen.



The energy symbol is the wooden trophy board behind the main character in the foreground and the loss of energy is shown as a crack, which grows around the main character. The game ends when all energy is lost: Chicken Bill is cut out of the board and drops out of the screen.



Chickens throw three types of energy robbing eggs:

**White eggs:** bring an energy loss of 5 percent



**Brown eggs:** cause a 10 percent energy loss



**Colored eggs:** lead to an energy loss of 20 percent



During a countdown some chickens are not considered. You get points for shooting them, but they do not appear in the statistics "as un-shot" Umbrella Chicken, Parachute Chicken, and Hang glider Chicken.



The energy loss can be compensated for by shooting the elements below.

**Drink:** a cold drink brings a 15 percent energy recharge.



**Fruit:** a refreshing bowl of fruit is 30 percent more energy.



**Roast chicken:** delivers a 50 percent energy boost.

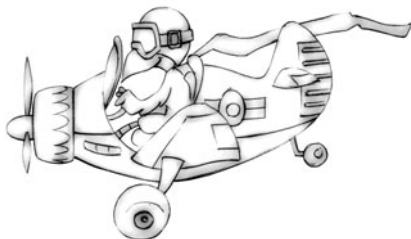


**Note:** the energy supply is dependent on the difficulty level that you have set. By EASY you more chances to top up than on HARD, where you have a maximum of one enregy source per level available to you.

**Note:** beware of the Pilot Chicken in his plane. If you hang around too long at the end of a level, this motorized flying fiend will make sure that you lose all your energy, so try to complete the level as fast as possible.

This chicken is the personification of meanness: it flies in the foreground and throws eggs of the worst kind, but cannot be shot down.

**Tip:** The only way of avoiding this rooster is to scroll in the opposite direction to his flight path.



# CLASSIC MODE

Classic Mode means shooting against the clock. You not only have a time limit, but also need to achieve a certain amount of points to get into the next level. Of course, the amount of points needed is dependent on the difficulty level you have chosen.

Difficulty Level: EASY - 1500 points

Difficulty Level: Medium - 2500 points

Difficulty Level: HARD - 3500 points

An alarm clock in the top left hand corner of the screen tells you how much time you have left and the last ten seconds are signaled by the alarm.



Throughout the game some chickens carry the symbol of a time bonus in their claws, which lengthens your playing time. Three types of time package are available to you by shooting these chickens.

**Red Package** gives 5 seconds more shooting time



**Violet Package** extends the gaming time by 10 seconds.



**Green Package** brings you a fifteen 15 second blasting bonus.



**Yellow Package** and another 20 seconds extra.



**Blue Package** for another half a minute of non-stop firing.



**Orange Package** shoot like hell, you have 45 seconds more.



If you achieve the required points before the time runs out, the remaining time is carried over to the next level.

**TIP:** always try to shoot the birds with the time packages because the time won in the initial levels will be very useful as the game continues.



# Multplayer

The objective in a multiplayer game is to score as many points as possible within a certain time; that is to shoot the chickens from under the other players nose. When the time has run out the winner's name appears on the screen. The winner is of course the player with the most points.

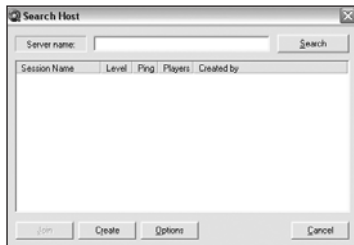
## LOCAL NETWORK GAME (LAN)

To start a Local Network Game, click on Network Game in the options menu and set the source to local.

Then select New Game in the main menu and then Multiplayer.

You will then be asked to enter your player name and confirm with the enter key.

Then a window appears on the screen "Searching for Host"

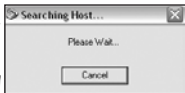


To search for existing games in a local area network leave the "Server Name" field empty and click on "Search" To view a game in the network you must know the IP-Address. Enter this IP-address in the "Server Name" field and click on "Search". The games will be listed automatically as long as the search button is pressed.

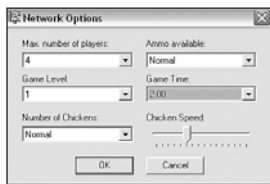


If the game should find no other games, you get a message. "Connection Error"

All the games found are then listed below with the following information.

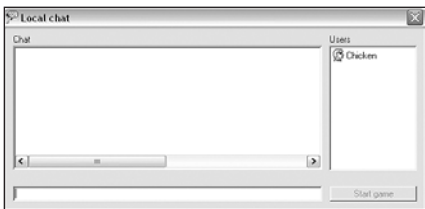


- ✦ **Session Name:** The name of the game given by the player who created the game. (The Host)
- ✦ **Level:** Shows you which level the host has selected.
- ✦ **Ping:** Quality of the connection to the host computer (The lower the value, the better the connection)
- ✦ **Players:** The current/maximum number of players.
- ✦ **Created by** - The name of the player who created the game.



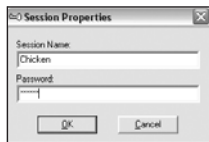
Click on "**Options**" to change the parameters of a network game. Any changes made to the parameters are only valid for games created by you. Should you join a network game, the parameters are set by the host. A detailed description of parameters can be found under "**Network Options**."

To join a specific game, select a game out of the list and click on "Join." If the game is protected with a password a window opens where the password should be entered.



Then the "Local Chat" window appears, which be described on the next page. The game begins when the host clicks on "Start Game"

**Creating a game is easy.** Click on the "Create" button and then in the following window "Session Properties" enter the name of the session and a password to protect the game from unwelcome guests, if required.



To confirm the entered data click on "OK"

Now the "Local Chat" window opens on your desktop. You have here the chance to converse with other players before the game begins.

The list on the right shows symbols of the other players who have joined the game.

The field on the left shows the running messages sent by players and in the bottom field you can type your message and send it by pressing enter on your keyboard

The game starts when the host clicks on "Start Game."

During the game any player can pause the game at any time. The "P" key on your keyboard has been set as "Pause" (A list of other shortcuts and default settings can be found at the end of the hand book.)



When this happens in the game the game stops and the name of the player who pressed pause flashes on the other computers involved in the game until that player returns to the game.

Should a player's network connection break down his or her name is shown in gray.



# Internet game

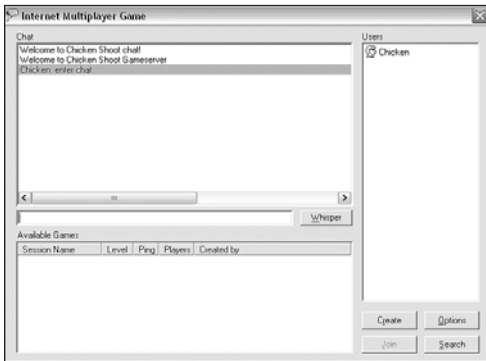


To play in the Internet change the "Source" to "**Internet**" in the OPTIONS/NETWORK GAME menu.

Click on **BACK** twice to return to the main menu.

Now click on **NEW GAME** and then **MULTIPLAYER**. Once again you will be asked to enter your name and confirm with the

enter key. Now a window appears on the screen "Internet Game."



On the right is a list of all users who have logged into the Chicken Shoot Internet server. In the upper left part of the window are the messages sent from users and in the field below you can write your message. Click on enter to send a message to all players. If you want to send a message to a specific player select him out of the list and click on "whisper."

Players with a Joystick symbol are either waiting for a game to start or are in the middle of a game and can therefore not receive messages. In the lower part of the window is a list of all the current games created on the server. This list is not updated automatically. To update, click on "**Search**".



To set the parameters for a network game, click on "Options". Any changes made to the setting are only valid for games created by you. Should you join a network game, the parameters are set by the host. A detailed description of parameters can be found under "Network Options."

To join a specific game select it out of the list and click on "Join". Otherwise the process is the same as in a local game. (Described above). To create a game click on "**Create**".

**Note:** to take part in an Internet game you need an ISP (Internet Service Provider) e.g. T-Online, AOL, Freenet etc. and an installed TCP / IP Protocol. Before you start Chicken Shoot, establish a connection to your provider over the network adapter.

## setting up a TCP / IP Protocol

### Setting up the Host-PC

Right click on your desktop icon "**My Network Places**" and select **Properties**. Install the TCP/IP Protocol (if not previously installed) for your network card and restart your computer. Right click again on "**My Network Places**" and then left click on **Properties**. Select the TCP/IP Protocol of your network card and click on properties. Enter under IP-Address the following values.

IP Adresse: 192.168.0.1    Subnet Mask: 255.255.255.0

Restart your computer.

### Setting up the Client-PC ("Participant computer")

This is done the same way as the for the host computer, but please enter the following values:

IP Address: 192.168.0.2    Subnet Mask: 255.255.255.0

Each further computer that takes part in a network game increases the number of the IP Address (PC identification in the internet or intranet) by the factor 1; the Subnet Mask stays the same on all computers





# game OPTIONS

The options menu gives the players the possibility of setting the difficulty level, graphic, sound and control properties of the game.



Navigation is done either with the cursor keys (Up/Down) or with the mouse.

Changes to the settings are made with the cursor keys (L/R) or the right and left mouse buttons.

## Difficulty level

Chicken shoot has three difficulty levels. Easy, Normal and Hard. They have a great influence on the game - the higher the level the fewer shootable extra elements there are in the game, bonuses and weapons etc. But therefore, the points available for chickens, extras, and bonuses is higher, so it is possible to achieve the next higher level.

For info about the points needed in each difficulty level see "Classic Mode".

## Resolution

The player can choose between two resolution settings: 640x480 Pixels or 800x600 Pixels.

## Anti-Aliasing

This is for setting the value of smoothness on software objects to improve the picture quality. There are three settings, OFF, NORMAL and FULL. One should be chosen to fit the capabilities of your computer. We recommend that slower computers use the OFF or NORMAL setting.



This Smoothness means avoiding the step effect on graphics. To do this, the graphics are calculated in a higher resolution than they will be presented on the screen. This costs a lot of computing time, which is why it only works well on fast PC's.

The Faster, newer, and better (the more expensive) your PC is, the better "ChickenShoot" will look on it. But even with the lowest configuration the highscore can still be beaten.

### **Music Volume**

This option changes the music volume from 0% (low) to 100% (high).

### **SFX Volume**

This option regulates the volume of the sound effects from 0% (low) to 100% (high).

### **Background Sound**

Here you can choose between Music and SFX, or switch both off.

## **NETWORK GAME OPTIONS**

**Source:** Select either an Internet or local area network game.

**Game Time:** Sets the game time limit.

**Number of Chickens:** sets the number of chickens that appear on the screen (Low, Normal, High)

**Chicken Speed:** sets the flight speed of chickens

**Ammo Available:** sets the amount of ammunition and weapons available in the game.

**Game Level:** Choose the level you want to play. You can only select levels that you have completed in single player mode.

**Max No. Of Players:** sets the number of participants for a game (maximum four)



# Highscore

The Highscore list includes the ten best game results. If your result at the end of a game qualifies for the highscore list, it appears on the screen. You can add your name or player name to the list either with the keyboard or the mouse cursor in the form of crosshairs. Only scores which are higher than the lowest score on the list, qualify. Separate highscore lists are kept for Classic and Arcade modes.

To view the highscore lists select "Highscores" in the main menu and then,



**Local Arcade** - The list of the best results in Arcade Mode, or

**Local Classic** - The list of the best results in Classic Mode.

## Internet Arcade and Internet Classic

Thanks to these options you can view the highscores of other players who have loaded their scores onto the server. To up-date the list select the option "Synchronize Highscores". To do this you must have a running Internet connection.

## Synchronize Highscores

You must first have an open connection to the Internet After selecting this option you will be connected with the server, which saves the results from all players.

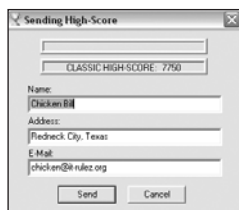


## Sending results

Should you achieve a result that takes first place on your local highscore list then this score will be transferred to the Internet server during the update

You will be asked to fill out a short form, when this has been completed with name, address and E-mail click on **"Send"**. Your results are then added to the results of other players on the Highscore list.

Giving this information is optional. The Highscores will only be downloaded on to you local hard disk when on the results on the first 500 placings are better than those from the last update.



Sending High-Score

CLASSIC HIGH SCORE: 7760

Name:

Chicken Bill

Address:

Redneck City, Texas

E-Mail:

chicken@rulez.org

Send Cancel

## LEVEL STATISTICS



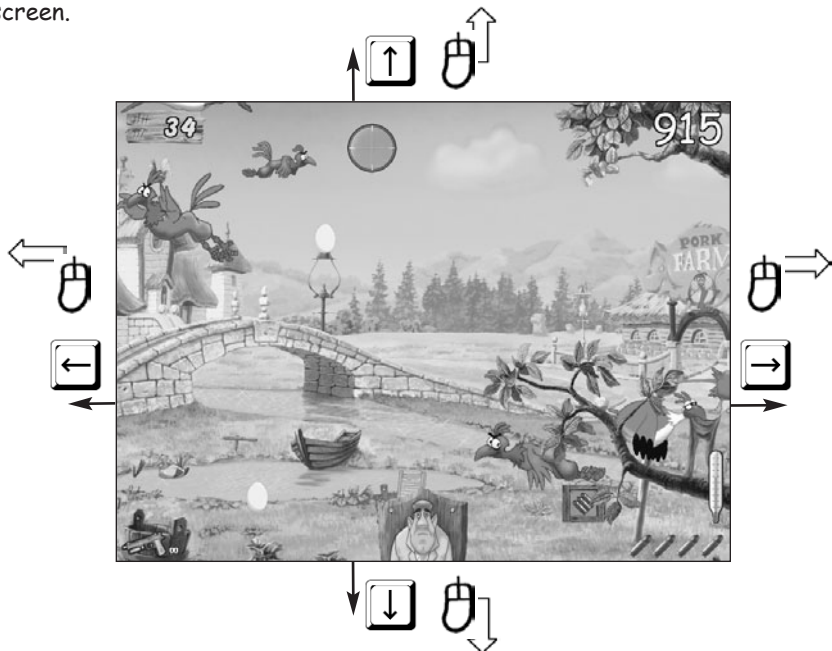
At the end of each level you will be shown a list of statistics which, reflect your "shooting skills". You will see information about the shots fired and accuracy in percent. Also shown are the points up to this moment. In Classic Mode you are also shown the time left over from the last

level. In Arcade Mode, just in case you did not get all the chickens, points are deducted. These minus points are shown in brackets. E.g. (-30).



# game screen

After you have chosen an available game type you can start the game. It is possible to pan from left to right, or up and down either with the cursor keys or with the mouse by moving it to the sides (left/right/top/bottom) of the screen.



## Crosshairs (Mouse cursor)

Move the crosshairs across the game screen with the mouse, aim at any chicken and shoot with the left mouse button (default setting). The look of the cross hairs changes with the weapon you select.

Mouse cursor  
Pistol  
(Main weapon)



Mouse cursor  
Machine pistol



Mouse cursor  
Shotgun



## Ammunition

This shows you how many shots you have in your magazine. When the magazine is empty, reload with a right mouse click (default setting). The pistol can be reloaded as often desired. The machine pistol and shotgun have a limited ammo supply that must be shot out of the sky first.



## Alarm clock

The alarm clock shows you the remaining time in Classic Mode. When it begins to ring it is a signal to you that you have another ten seconds left to shoot.



## Board

On the board in the top left hand corner you can see how many chickens still need to be shot before you can go up to the next level



## Trophy board with Chicken Bill

In Arcade Mode this symbol is shown at the bottom of the screen in the center. Every time an egg hits the screen the board around Chicken Bill starts to tear a little further. The longer the tear becomes the less energy Bill has. Should the tear surround him, he drops out of the screen.



## Thermometer

The thermometer shows how efficiently the player shoots the chickens.

The faster he shoots a lot of chickens the higher the temperature.

When the temperature rises to the top, the thermometer starts to whistle signaling an acceleration phase. Here, everything the player shoots gives double points. So, when you hear the whistle Shoot like hell! If the thermometer whistles for a second time, everything you shoot gives triple points. But beware, negative points are also doubled or tripled in these phases.



## Total score

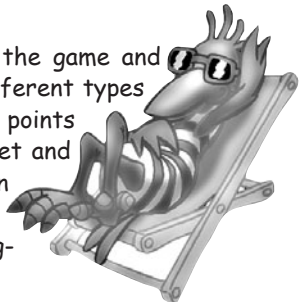
Shows the points achieved in a game. If a result is high enough to qualify for the highscore list it is signaled by a short trumpet fanfare. Should the **3500** player achieve a score better than the highest in the Highscore list a long fanfare sounds.



## Chickens



There are various types of chicken in the game and (almost) all of them should be shot. Different types of chicken bring a certain number of points dependent on the difficulty level set and the difficulty of hitting a certain type of chicken. The smaller a chicken is and therefore harder to hit, the higher the points you get for it.



## Weapon symbols

The symbol represents one of three weapons available in the game. Either, a pistol, machine pistol or shotgun. The number next to the symbol shows the amount of magazines available (only shotgun or machine-pistol)



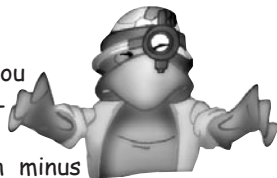
## Hidden Bonuses

Apart from chickens there are a variety of other hidden objects to shoot, some of which bring a lot of points. If you find and hit them all, there is an additional points bonus.

**LAKE** For example, if you shoot all the letters that make up this sign.

## TIPS:

- ✦ For hits on chickens in the far the far distance you get higher points than for the ones in the foreground.
- ✦ Shoot only chickens! You will be punished with minus points for blasting other birds out of the sky.
- ✦ The highest amount of points is given by shooting bonus objects while the thermometer whistles.
- ✦ To get into Bonus Level you must destroy certain bonus objects (which ones exactly, you must find out for yourself).



# WeApons

There are three weapons available in the game. When the game starts you only have the pistol. Shoot a chicken carrying a weapon symbol to get access to more firepower. (See below).

## Pistol

The pistol is the standard weapon with unlimited ammo. The pistol has a slow firing rate, is not very accurate and has a low destruction level. Shooting a chicken with a magazine symbol increases the amount of shots in the magazine, meaning you do not have to reload so often.



## Shotgun

Shotgun - has massive destructive power and scatter effect, but is slow. The destruction level and the magazine capacity of the shotgun increase with each chicken shot that has a shotgun symbol in its claws. The shotgun has the highest penetration power so you are able to shoot everything through each level.



## Machine pistol

This weapon has no great penetration power but shoots very fast and continuously. The destruction level and the magazine capacity of the machine pistol increase with each chicken shot that has a machine pistol symbol in its claws.



## Bombs and Dynamite

When these objects are hit the fuse starts to burn and they explode a few seconds later. All the animals in the vicinity of the explosion are destroyed, which can also lead to negative points if storcks, woodpeckers or ravens fly too near to the blast. One advantage is that all eggs coming towards the screen are also destroyed.





## AMMO BONUSES

By shooting chickens with ammunition symbols in their claws you receive additional ammo and the magazine capacity is increased.

**Pistol:** increasing the magazine capacity

**Green package** increases the magazine from 5 to 8 shots



**Blue package** increases the magazine from 8 to 12 shots.



**Shotgun:** ammo, increasing the magazine capacity and penetration power.

**White package (with ammo)** ammunition for the shotgun



**Green package (with ammo)** increases the magazine from 10 to 15 shots.



**Blue package (with ammo)** increases the magazine from 15 to 20 shots.



**Green package with shotgun** increases the scatter radius from 60 to 70



**Blue package with shotgun** increases the scatter radius from 70 to 80



**Machine pistol:** ammo, increasing the magazine capacity and penetration power.

**White package with ammo;** ammunition only.



**Green Paket with ammo;** increases the magazine from 20 to 30 shots.



**Blue package with ammo;** increases the magazine from 30 to 40 shots



**Green package with machine pistol** increases the penetration power from 12 to 18



**Blue package with machine pistol** increases the penetration power from 18 to 24



## Bonus level

When you shoot certain objects in the first and second levels you come to the Bonus Level -The Chicken Shed.

In this level, shoot the chickens on the perches and they lay eggs. From there the eggs go the machine in the middle of the screen. It is worthwhile shooting these eggs as they are thrown into the screen as they carry a lot of points. Ensure also that none of the chickens on the conveyer belt manages to get out of the chicken shed, this brings minus points.



It is especially worthwhile shooting escaping chickens or airborne eggs when the thermometer whistles.







# Redefine keys



This option in the main menu allows you to redefine the control keys.


The following description relates to the default settings for keys in the game. By selecting this option you can change settings as you wish.


  The screen is moved to the left.


  The screen is moved to the right.


  The screen is moved upwards.


  The screen is moved downwards.

 Fire (all weapons)


 Reload (all weapons)


 Pause (does not function during loading)


 Calls up the options menu during the game.


 Boss key. Switches the "Boss-Screen" on or off and sound and music fade out. The "Chicken-Shoot" screen is then replaced with a picture of a word processing screen. (This helps protect the player when the boss turn up unexpectedly. During the time this screen is visible, the game is held automatically and has a similar effect as the pause button.




 Screenshot-function. Takes a shot of the current screen and saves the picture in Bitmap format (BMP) in the "Chicken Shoot" directory

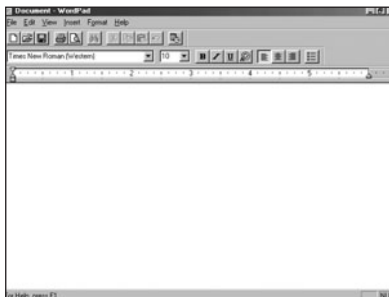
 Tabulator (TAB) key - Weapon choice

 With 1 you can change to the pistol at any time

 2 changes to the shotgun, if you have shot a weapon bearing chicken.

 With 3 you change to the Machine pistol, if you have it in your arsenal.

 +  You can end the game any time with this key combination.



# TROUBLE SHOOTING

We have subjected the game to exhausting tests on a variety of Hardware configurations. It is nevertheless not possible to find and eliminate all possible problems. Before you call our Technical support please read the following tips. If you should then still have problems please check these hardware details: Operating system, Processor, main memory (RAM), DirectX version, Graphic card and Sound card. The above information is available from the DirectX 8.x / 9.x Diagnosis program. Click on **Start** -> **Run** and then enter DXDIAG. With a click on "Save All Information" you can save the results.

## SOUND

Call up the DirectX Diagnosis program. Click on the index card sound. As a default setting the sound hardware acceleration is set to 100% (Maximum acceleration). Try setting the slide control to the penultimate setting (standard acceleration) and restart the game. Should sound problems arise call up DXDIAG again and set the slide control to Basic Acceleration. Should this still be unsuccessful, turn off the sound acceleration completely and set the slide control to "No Acceleration"

## GRAPHICS

Call up the DirectX Diagnosis program. Click on the index card "Display". In this option there are three test possibilities available: AGP Texture Acceleration, Direct3D acceleration and DirectDraw acceleration. Test all modes. Should an error arise by one of the options you can deactivate it, but Direct3D Acceleration should not be deactivated, because then you will not be able to start the game.

If none of the above solutions solve your problems, a driver up date may help. You can find a list of all hardware manufacturers under <http://www.treiber.de> or under <http://www.windrivers.com>

NOTE: If you update your graphic card driver, it is absolutely necessary that you reinstall DirectX.



# CREDITS

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OOH! - another dark game ... No, not really,

Mother's in Law and Werwolves may act as a deterrent, but beautiful Priestesses and strapping Woodbutchers come to the rescue in this vast and magical land.