

WILLIAM COLBY

CIA

FORMER DIRECTOR



DLEG KALUGIN

KGB

FORMER MAJOR GENERAL

1326 meters

SPYCRAFT™

THE GREAT GAME

ACTIVISION®



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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 environnement quotidien. Ces personnes s'exposent à 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.

MINIMUM SYSTEM REQUIREMENTS

- IBM PC-compatible computer
- 486/DX2 - 66 MHz processor
- 8 MB RAM
- Double-speed CD-ROM drive (300K/second sustained transfer rate)
- 30 MB of uncompressed hard disk space
- VESA local bus or PCI video
- 16-bit High-Color SVGA (640 x 480) – thousands of colors
- 100% Microsoft-compatible mouse and driver
- 100% Sound Blaster 16-compatible sound card (for digital and general MIDI 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® 6.0 operating system

ADDITIONAL SYSTEM REQUIREMENTS FOR WINDOWS® 95

- Microsoft® Windows® 95 operating system
- A 100% Windows® 95-compatible computer system (including compatible 32-bit drivers for CD-ROM drive, video card, sound card and input devices)

Note: *The Windows® 95 version uses new Microsoft® DirectX technology, which may require your system to have the latest Windows® 95 drivers.*

OPTIONAL ONLINE COMPONENT FOR WINDOWS® 95

- 100% Windows® 95-compatible 14,400 bps or faster Internet connection through Internet service provider
- 100% Windows® 95-compatible 32-bit Web browser (e.g., Netscape® Navigator™ and Microsoft® Internet Explorer)

Although *Spycraft: The Great Game* utilizes factual information, the story lines and plot of the game are fictional. All of the characters portrayed in the game also are fictional, with the exception of William Colby and Oleg Kalugin. 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 *Spycraft: The Great Game*, references are made to the United States government and its various agencies, including the Central Intelligence Agency, The Federal Bureau of Investigation, the Drug Enforcement Agency, the United States Secret Service, the State Department of the United States, the National Security Agency, the National Reconnaissance Office and the Bureau of Alcohol, Tobacco and Firearms. None of such agencies have approved, endorsed or in any way are associated with the making of *Spycraft: The Great Game*, nor is the game an authorized product of any such agencies.

INTRODUCTION

Welcome to *Spycraft: The Great Game*. We hope you enjoy playing it as much as we have enjoyed creating it.

The first decision you have to make is which version to install — Windows® 95 or MS-DOS®. Both versions are on the CDs and you should choose the one that is better for your system. Your system components may restrict which version you should use. Please check the minimum system requirements. If your system can support either version, please 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 video drivers. It is important that you check with your video card manufacturer to determine if your video card will support DirectX video drivers. 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)" and the Start Task Bar *NOT* be set to "Always On Top."

UNIQUE FEATURES OF THE WINDOWS® 95 VERSION

- An optional Spycraft online component that allows you to access the Internet from within the game. See the *Playing Spycraft Online* section of this manual for more details on this feature and the setup required.
- A Spycraft Technical Help file that is easily accessible through the title screen.
- A fully playable version of *Shanghai II: Dragon's Eye*, which is incorporated into gameplay.

ABOUT THE MS-DOS® VERSION

- Does not use DirectX, so choose the MS-DOS® version if your system cannot support DirectX. Though *Spycraft* can be played through the Windows® 95 MS-DOS® prompt, auto detection of your sound system may fail. Manual configuration would be required.
- Does not have the optional online component within the game. However, you can manually download updates from outside of the game via our Internet FTP site and other major online service providers we support (see *Customer Support* for details).
- May require some changes to your system configuration.
- Has a Spycraft Technical Help file that is accessible through the Spycraft directory.
- Cannot be run through Windows® 3.1.

GETTING STARTED

BEFORE RUNNING THE GAME

When playing either the DOS or Windows® 95 version of *Spycraft: The Great Game* through Windows® 95, 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 *Spycraft* if they have other memory-intensive Windows® applications running at the same time. We highly recommend running *Spycraft* as a stand-alone Windows® application.
- Make sure your hard drive has at least 20 MB of uncompressed free disk space before starting the game for virtual memory.
- Make sure your Start Task Bar is *NOT* set to "Always on Top."
- Also, your display palette must be set to "High-color (16-bit)" to run *Spycraft for Windows® 95*.
- Refer to the Spycraft Help file for more details.

Note: Do *NOT* play the MS-DOS® version of *Spycraft* through Windows® 3.1x. Completely exit out of Windows® and start the game from the MS-DOS® prompt.

PLAYING THE WINDOWS® 95 VERSION

After installing the game (see *page 17*), insert **Disc 1**. You will see the screen to the right. Click **Play**; the screen below will appear. To begin a new game, click **New Game**. To restore a saved game, click **Load Saved Game**.



Windows® 95 Screen 1

PLAYING THE MS-DOS® VERSION



Windows® 95 Screen 2 / MS-DOS® Screen 1

After installing the game (see *page 25*), insert **Disc 1**. Go to the MS-DOS® Spycraft directory (default is \SPYCRAFT). If *Spycraft* is stored on the C: drive and you installed to the default directory, type **C:** and press **Enter**. At the C:\> prompt, type **CD\SPYCRAFT** and press **Enter**. At the C:\SPYCRAFT prompt, type **SPYDOS** and press **Enter** to start the game. The adjacent screen will appear. To begin a new game, click **New Game**. To restore a saved game, click **Load Saved Game**.

USING THE MOUSE IN SPYCRAFT

Spycraft uses both the left and right mouse buttons.

LEFT MOUSE BUTTON

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

The Pointer will appear diamond-shaped in a non-interactive area.



The Pointer will appear as a gold arrow when you can activate hot spots.



When you can move through an environment, the pointer will indicate the direction in which you can travel.



The pointer will become a hand when you can link to another page in the INTELINK web.

When you can shoot, the pointer will become a gun sight.



RIGHT MOUSE BUTTON

The right button is used to display the Option Menu. (The Option Menu can also be displayed by pressing the **ESC** key.)



Saves the current game status. You choose what to call the saved game and where to save it.

Loads a previously saved game. This option restores all aspects of the saved game.

Sets volume levels.

Exits the game.

Returns you to the game.

You can only **Save** your position in *Spycraft* when you're at a TRAVELINK screen or when you Quit the game.

Restore Game, **Adjust Volume** and **Quit Game** are available at the TRAVELINK and at any location, but not while the PDA is active, using a computer tool or examining an item.

USING THE PDA



Activate your **Personal Digital Assistant** (PDA) by moving your pointer to the lower portion of the display. Clicking on the **PDA** icon will open the device and will reveal the **INTELINK** home page.



Based on the secret network used by U.S. intelligence agencies, **INTELINK** connects you to covert databases, video messages, news groups and the Internet-based World Wide Web.* Click on the **Help** button for more details.

* Optional Internet feature in the Windows® 95 version only.



Through **COMLINK**, you will receive video, audio and text messages. Once you play a message, it will be saved in **Archive** and can be accessed at a later time.

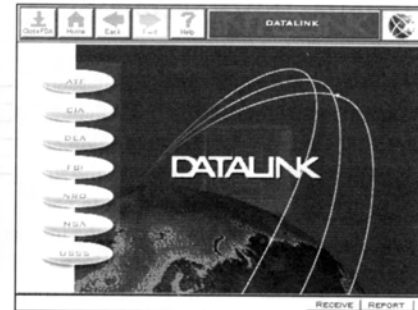
Operations Manager (OPS MGR) displays your **Task List** and keeps you abreast of the actions of the rest of your team. **OPS MGR** is your team's **To Do List**.



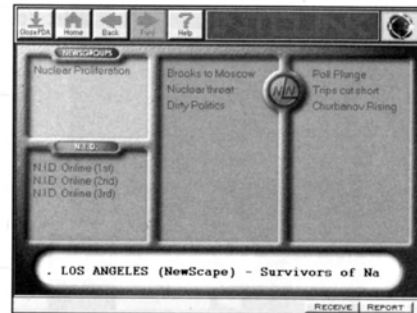
If you are playing the Windows® 95 version, and have added the optional online feature, **WEBLINK** takes you to the Spycraft World Wide Web site. If you have a Web browser that supports frames (e.g., Netscape® Navigator™ 2.0) and have added this online component, you will see the WEBLINK screen to the left.

If your Web browser does not support frames, the Web site will appear differently but will contain the same information.

Clicking on **DATALINK** will bring you to the home pages of various intelligence agencies within the *Spycraft* world.



NEWSLINK connects you to multiple news groups, including the "National Intelligence Daily" and other global political fronts, within the *Spycraft* world.



USING INVENTORY

Your briefcase holds items that you collect throughout the game. Check your inventory by moving the pointer to the lower portion of the display and clicking on the **Briefcase** icon.



Scroll through your inventory by clicking the **Left** or **Right** arrows on the **Briefcase**. Select an item by clicking on it. Click on it again to see it up close. Move the pointer to the lower portion of the image until it changes to an exit arrow and click to leave the close-up. If an object can be used with another object on the screen, such as a computer or a door lock, you will see the pointer change to the selected object when moving the pointer over the target object. Click to activate.

Click on inventory item to remove it from the briefcase.

Note: You can click on the inventory item when it is outside the briefcase in order to see it close up.

The pointer turns into the selected item when placed over the target object. Click to activate.



Computer Disk



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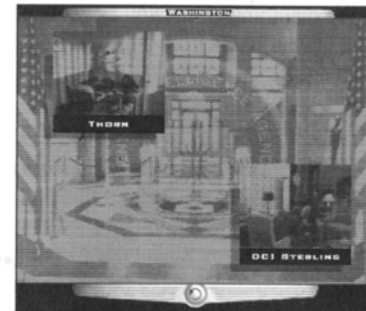
TRAVELINK

TRAVELINK is a sophisticated game metaphor for navigating through the *Spycraft* world. Select from available locations presented on the screen.

For example, to go to CIA Headquarters in Langley, Virginia, click on the **Langley** box.

Available Cities (Click to travel to selected city.)

Once at Langley, you will have three choices. To enter your office, click on **Thorn**; to visit DCI Sterling, click on **DCI Sterling**. Click on the **Back Up** button to return to the previous level.



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SAVING THE GAME

You may save your game from any **TRAVELINK** screen. Click on the right mouse button (or press **ESC**), choose **Save Game** from the Option Menu and name the game (for example: metYING).

If you are playing the Windows® 95 version and do not specify another directory, *Spycraft* will save your game to the **Program files\Activision\Spycraft** directory (assuming you accepted the default Spycraft directory during installation). If you are playing in the DOS version, then *Spycraft* will default to the MS-DOS® Spycraft directory.

We recommend that you save often. Saving gives you the option to go back to an earlier point in your game from which you could continue *Spycraft* without starting over from the beginning.



RESTORING A SAVED GAME

In the Windows® 95 version, to restore a saved game, insert **Disc 1** in the CD-ROM drive, click **Play**, then **Load Saved Game** and select your saved game.

In the DOS version, to restore a saved game, insert **Disc 1** in the CD-ROM drive, start *Spycraft*, click **Load Saved Game** and select your saved game.

In either version, you may also restore a saved game from **TRAVELINK**. While in **TRAVELINK**, click on the right mouse button (or press **ESC**), choose **Restore Game** from the Option Menu and select the game you want to restore.

PLAYING SPYCRAFT ONLINE*



Spycraft has an online component that allows you to experience the following:

- Hotlink to authentic intelligence Web sites.
- Download real-time news updates automatically.
- Chat live with other players at any time of the day.
- Post and view messages.
- Participate in live online conferences with intelligence veterans.

DYNAMIC FEATURES

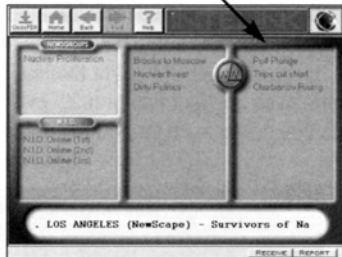
Electing to use the online component will allow you to experience *Spycraft* as it changes dynamically:

- The scrolling text in the INTELINK navigator changes often. You will find these changes particularly useful; it will allow Activision to inform you of the availability of new *Spycraft* updates, the times of the online conferences, etc.

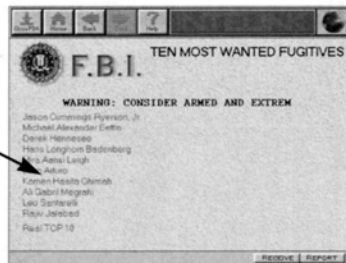


* Optional internet feature in the Windows® 95 version only.

- The government pages that you see in the DATALINK section will also change—you may find that the top ten list has changed or that there is new information on the K.A.T. (Kennedy Assassination Tools).
- The news information in the NEWSLINK section will change from time to time to incorporate real world events.



Full use of the online component requires several third party Internet products, including Netscape® Navigator™ 2.0. All of these products are referenced on and can be downloaded via the Spycraft Information Page located at <http://spycraft.activision.com/info.html>. Please refer to the Online Section of the Spycraft Help document for complete details on how to download and install these products.



INSTALLING SPYCRAFT FOR WINDOWS® 95

BEFORE INSTALLING

Please make sure your computer system is 100% Windows® 95 compatible; *Spycraft for Windows® 95* is not compatible with Windows® 3.1.

For *Spycraft for Windows® 95* to operate best, it requires that your system have the latest Windows® 95 32-bit drivers for your CD-ROM drive, sound card and video card, as well as any other peripherals you want to use (e.g., modems, etc.). 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 Spycraft Help file. Just press the **More** button on the Spycraft title screen (which displays shortly after inserting the **Spycraft Disc 1 CD** into your CD-ROM drive), then click the **Spycraft 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 **Spycraft Disc 1** into your CD-ROM drive and wait a few moments until the Spycraft title screen appears. (If the title screen does not appear, please refer to *AutoPlay* in the *Troubleshooting* section.)
3. There are three buttons on the title screen. Click the **Install** button to begin the install process and then follow the on-screen instructions.

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

After Spycraft 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 page 21 of this installation guide.

Now you can run *Spycraft for Windows® 95* by choosing **Programs\Spycraft\Spycraft** from the **Start** menu or by clicking **Play** on the Spycraft title screen. Note: *Spycraft* 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.

TITLE SCREEN BUTTON FUNCTIONS

Install — Click this button to start the Spycraft installation process.

Play — Once installed, click this button to start *Spycraft*.

Exit — Click this button to close the title screen and exit *Spycraft*.

More — Click this button to access the **Uninstall**, **Spycraft Help**, **Electronic Registration** (for North America only), **About Activision**, **Sound Options** and **Add Online/Update Spycraft** buttons:

- **Uninstall** — Click this button to remove all Spycraft files from your computer.
- **Spycraft Help** — Click this button to view helpful troubleshooting information.
- **Electronic Registration** — This button is for use in North America only.
- **About Activision** — Click this button to view information on how to contact us.
- **Sound Options** — Click this button to select MIDI or Wave file background music.
- **Add Online** — Click this button if you want to find out how to add the online component to *Spycraft*.
- **Update Spycraft** — Once you have added the online component (see *Add Online* above), click this button if you want to connect to the **Spycraft: The Great Game Web site** and download the latest updates for the game.

WINDOWS® 95 TROUBLESHOOTING

AUTOPLAY

If the Spycraft title screen does not appear, try performing the following steps:

1. With Disc 1 in your CD-ROM drive, double-click on the **My Computer** icon on your desktop or right-click on it and choose the **Open** option.
2. Select the **Refresh** option located in the **View** pull-down menu.
3. Double-click on the **Spycraft CD** icon in the window or right-click on it and choose the **AutoPlay** option.
4. After the Spycraft title screen appears, click on the **Play/Install** button.

If the **AutoPlay** feature does not function, please check the following:

1. Make sure the CD is clean and properly placed in the CD-ROM drive.
2. Verify that your CD-ROM driver is optimized for use with Windows® 95. To do this:
 - a. Open the Windows® 95 **Control Panel** folder and double-click on the **System** icon.
 - b. Click on the **Performance** tab. If any of your hardware drivers are not fully optimized for use with Windows® 95, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.
3. Verify that the Auto-Insert Notification for your CD-ROM is enabled. To do this:
 - a. Open the Windows® 95 **Control Panel** folder and double-click on the **System** icon.

- b. Click on the **Device Manager** tab. Your system's devices will be listed here. Click on the **+** symbol which appears next to the CD-ROM listing. Double-click on the CD-ROM make and model which is on your system.
- c. Click on the **Settings** tab. Under **Options** there will be a check-box labeled **Auto insert notification**. Make sure this box is checked. Click **OK**.

DIRECTX

Upon completion of the Spycraft setup, the install process will continue by determining if Microsoft® DirectX needs to be installed on your computer. If so, the Microsoft® DirectX setup program will install the appropriate files on your computer. Also, see the Spycraft Help file for additional information.

Q. What is DirectX and why do I need it?

A. Microsoft's DirectX is a set of functions that give Windows® 95 games and other applications their power. Using these functions allows applications to perform advanced functions in networking, graphics, sound and input beyond what's possible on other operating systems and accounts for much of the performance gains associated with Windows® 95 games. *Spycraft for Windows® 95* uses DirectDraw, one of the DirectX functions.

Q. If I don't have DirectX will *Spycraft for Windows® 95* install it for me?

A. Yes. If the Microsoft® DirectX installer does not detect DirectX on your computer, it will install DirectX for you. After installation is complete, you will need to restart your computer in order for DirectX to take effect.

- Q. I already have other Windows® 95 games installed on my computer. Will the Microsoft® DirectX installer change my DirectX files?
- A. If you already have other Windows® 95 games on your computer, chances are you already have the release version of DirectX installed on your computer. In this case, the Microsoft® installer will detect that you have DirectX installed and will not install over what you have, and the game installation process will be complete. You will not need to restart your computer.
- Q. I have a beta version of DirectX but Microsoft's DirectX setup program won't install the released version. How can I install the released version?
- A. With Disc 1 in your CD-ROM drive, you can force the Microsoft® DirectX drivers to be installed by right-clicking on the **Spycraft CD** icon to get the context menu. From that menu select **Install DirectX**.

PROBLEM

I can't find the Help option

SOLUTION

From the title screen, select **More**, then **Spycraft Help** to get technical 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.

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 before starting *Spycraft*.

Movies don't play properly

- Make sure your system meets the minimum requirements for *Spycraft*, 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.
- Too many other applications may be running. Close other applications (especially DOS boxes) and try again. We strongly recommend that you do not run other applications while running *Spycraft*.

Ctrl-Alt-Del locks up my system

Do not use the Ctrl-Alt-Del function to quit *Spycraft*. Instead select **Quit** from the Option menu to exit the game.

PROBLEM

Game freezes

SOLUTION

- Make sure your computer has at least 8 MB of RAM.
- Make sure you are using Windows® 95 with the latest 32-bit drivers for all your peripheral devices.

No sound, partial sound, or no voices or sound effects

- Make sure you have a 100% Windows® 95 Sound Blaster 16-compatible sound card in your computer. 8-bit sound cards are not supported.
- Make sure your speakers are plugged in correctly and turned on, and make sure the volume is turned up to an audible level.
- During the game, right-click to bring up the Option Menu and select **Adjust Volume**.
- Make sure you are using the latest Windows® 95 32-bit sound drivers for your 16-bit sound card.
- Make sure your audio card is properly installed and that you have the correct audio drivers installed. Check your audio card's installation and its setup parameters within Windows® 95 to be sure all is correct. See your card's manual and your Windows® 95 manual for details.

Game too slow

- If your computer has a turbo button, make sure it is on (or set to the highest MHz possible).
- Make sure you are running *Spycraft* on a 486DX2 – 66Mhz or higher system.

INSTALLING SPYCRAFT FOR MS-DOS®

BEFORE INSTALLING

Here is some important information that you should know before you install and start playing *Spycraft: The Great Game for MS-DOS®*.

HARD DISK

The game requires at least 11 MB of UN-compressed free hard disk space. *Spycraft* will not work properly using compressed hard disk space (such as Stacker and DoubleSpace). If you have the space, there are two other install options that require even more hard disk space.

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

MEMORY

In order to run *Spycraft 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 which you will be prompted to use from the Installer.

OTHER OPERATING SYSTEMS

Spycraft requires MS-DOS® 6.0 or later. Other operating systems (e.g., OS/2 Warp and Windows® NT) are not supported. Although *Spycraft* might work just fine with them, we have

not tested thoroughly with them. 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. Please check Activision's online forums on a regular basis for future updates on *Spycraft* compatibility issues.

VESA VIDEO DRIVERS

Spycraft for MS-DOS® requires that your system have a standard VESA video driver. Please verify that you have one loaded before launching *Spycraft for MS-DOS*®. If the VESA driver supplied by your video card does not function properly with *Spycraft for MS-DOS*®, the program will temporarily load the UNIVBE VESA driver when you load the game. It will be removed after exiting *Spycraft*.

HOW TO INSTALL

INSTALLING UNDER MS-DOS®

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

NEED MORE DETAILS?

- For sound card setup, see the section *Configuring Sound Devices* (page 28).
- To create a Boot Disk, see *Creating a Boot Disk* in the Troubleshooting section (page 32).

INSTALLING UNDER WINDOWS® 95

1. Make sure the game's **Disc 1 CD** is in the CD-ROM drive.
2. If the *Spycraft* title screen is displayed, click the **Exit** button.
3. 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**.
4. 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** icon in the **DOS** folder. (The icon is a picture of a window labeled "Install" underneath it.) Double-click on this icon to start the **Spycraft MS-DOS® Installer** and follow the on-screen instructions.

Important: Note that a message will appear at the end of the install 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.

5. After installation is complete, if the 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 DOS box window.
- 6 Double-click on the **My Computer** icon. In the window that opens, double-click on the icon for the hard disk drive where *Spycraft* was installed. Look for the Spycraft folder icon. (The icon is a picture of a folder labeled "Spycraft" underneath it.) Double-click on this icon to open the folder; look for the **SPYDOS** 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 *Spycraft* (default is \Spycraft), and from the Spycraft directory type **SPYDOS** 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 DOS drivers.

CONFIGURING SOUND DEVICES

In order for *Spycraft* to run properly, you must correctly select and set your sound devices for Digital audio and MIDI music. Selecting an incorrect sound device or setting may cause *Spycraft* to lock up or play with poor sound and choppy video. If you are unfamiliar with your sound device and it's 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 DOS prompt. It is recommended that the auto detect feature is not used from a Windows® 95 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 set to. Also, for more clues type **SET** and press **Enter** at the 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 Port, 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. After properly setting your digital sound, go to selecting the MIDI device.

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.

MANUAL SELECTION OF MIDI SOUND DEVICE

Highlight **SELECT MIDI** from the main screen. Press **Enter**. Next, highlight a MIDI device on the list that matches your sound card and press **Enter**. We suggest you accept the default setting for Port unless you know your setting is different. Finally, select **TEST**.

If you do not hear MIDI music, then the MIDI device and/or the selected Port may not be correct. Go back to the MIDI Device list and select another sound card and/or select the correct settings for Port and select **TEST** again. Repeat this until you hear MIDI music. Then select **OK** to accept and exit.

FINISHING THE SOUND SETUP SYSTEM

When back on the main screen you may re-test your Digital and MIDI choices. 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 (OPTION AVAILABLE IN NORTH AMERICA ONLY)

After the game is installed, you will be presented with the option to register your copy of Spycraft via our online registration system. It should be noted that this electronic registration process is available in North America only. Otherwise please bypass this option.

POST INSTALLATION NOTES

After installing *Spycraft*, it is easy to change your sound device configurations, make a Boot Disk. Simply go to the Spycraft directory on your hard drive, type **SPYSETUP** 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 **SPYHELP.TXT** file. If you have Windows® 3.1, you can use the **SPYHELP.HLP** file. It is easier to navigate and read since it is in a Microsoft help file format.

MS-DOS® TROUBLESHOOTING

MEMORY

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

During game start up, *Spycraft* will determine if there is enough free memory to properly run. 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/disable only one or two TSRs (Terminate and Stay Resident programs) or drivers that are not needed to run *Spycraft* 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.

CREATING A BOOT DISK

If you experience problems playing *Spycraft* or receive messages telling that you do not have enough memory to play, you will probably need to create a Boot Disk. A Boot Disk lets your machine boot from a floppy disk and will not load memory-eating programs, freeing more memory up for *Spycraft*.

We have included an option that will automatically create Boot Disks for you in this package. To create a Boot Disk, first go to the \SPYCRAFT directory. For example, if you installed *Spycraft* to C:\SPYCRAFT, you would type **CD\SPYCRAFT** and press **Enter**. Then type **SPYSETUP** and press **Enter**. Select **Make a Boot Disk**. Follow the on-screen prompts, and the program will create a Boot Disk for you. If you still lack sufficient memory, please refer to the next section, *Optimum Setup*.

OPTIMUM SETUP

Sometimes even a Boot Disk creator can't get you past the memory limit required to run a program. In the event you find our automatic Boot Disk creator doesn't do the job, we have provided the following sample CONFIG.SYS and AUTOEXEC.BAT files to assist you in getting *Spycraft* up and running quickly.

If you are creating a Boot Disk from scratch, start with Step 1. If you have already used the automatic Boot Disk creation utility in the Spycraft installer, start with Step 3.

Step 1: Place a diskette in your A: drive. The next step will erase any data on the disk, so a new, blank floppy disk should be used. Make sure that the disk is the same density as the drive (use a 1.44 MB disk in a High Density 3.5" drive, etc.).

Step 2: At the C: prompt, type **FORMAT A: /S** and press **Enter**. The DOS Format utility will format the disk and add the necessary DOS files required to boot from the floppy disk.

Step 3: Change to drive A by typing **A:** and pressing **Enter**. Then type **EDIT CONFIG.SYS** and press **Enter**. The DOS Edit program will appear.

- If you used our Boot Disk-maker, just make sure the following lines, or similar lines, in the *[CONFIG.SYS]* example on the next page, are in your CONFIG.SYS file. Type **REM** and a space in front of all other lines not listed.
- If you are making your own Boot Disk manually, then type in the lines following *[CONFIG.SYS]* in the example on the next page. When you are finished typing the lines, press **ALT-F** to bring up the File menu, and then type **X** to Exit the DOS Edit program. When it asks you if you want to save your file, choose **Yes**.

```
[CONFIG.SYS]
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE NOEMS
DOS=HIGH,UMB
FILES=40
BUFFERS=15,0
STACKS=9,256
Insert your CD-ROM driver here.
```

In the CONFIG.SYS file shown above, replace the last line in the example with the line from your current CONFIG.SYS file on drive C: that runs your CD-ROM drivers. It is important that you use your CD-ROM line and not our example, otherwise your CD-ROM drive will not function properly.

You may also have special lines in your C:\CONFIG.SYS file that help your sound card function properly. It is very important that you copy those lines into this new file on A: so your sound card can work. Place the appropriate lines from your CONFIG.SYS file at the end of the example shown above. Additionally, if your graphics card requires a VESA driver, it should go here as well. (Check out our SPYHELP.TXT or SPYHELP.HLP files for more details.)

Step 4: Type **EDIT AUTOEXEC.BAT** and press **Enter**. The DOS Edit program will appear.

- If you used our Boot Disk-maker then just make sure these lines, or similar lines, in the *[AUTOEXEC.BAT]* example on the next page are in your AUTOEXEC.BAT file. Type **REM** and a space in front of all other lines not listed.
- If you are making your own Boot Disk manually, then type in the lines following *[AUTOEXEC.BAT]* in the example below. When you are finished typing the lines, press **ALT-F** to bring up the File menu, and then type **X** to exit the DOS Edit program. When it asks you if you want to save your file, choose **Yes**.

```
[AUTOEXEC.BAT]
@ECHO OFF
PROMPT $P$G
Insert your PATH statement here
LH C:\DOS\MSCDEX.EXE /D:MSCD000
SET SOUND=C:\SB16
SET BLASTER=A220 I5 D1 H5 P330 T6
C:\SB16\DIAGNOSE /S
C:\SB16\SET /P /Q
SET MIDI=SYNTH:1 MAP:E
C:\MOUSE\MOUSE.EXE
C:
CD\SPYCRAFT
SPYDOS
```

In the AUTOEXEC.BAT file shown above, you would replace the third line with the SET PATH command from your current AUTOEXEC.BAT file on drive C:. Replace the fourth line with the line from your current AUTOEXEC.BAT file on drive C: that loads MSCDEX.EXE. It is important that you use your CD-ROM line and not our example, otherwise your CD-ROM drive will not function properly.

You may also have special lines in your C:\AUTOEXEC.BAT file that help your sound card to function properly. It is very important that you copy those lines into this new file on A: so your sound card can work. Replace the examples on lines 5 through 9 with the appropriate lines from your AUTOEXEC.BAT file.

If you do not know which line from your current AUTOEXEC.BAT runs your CD-ROM drivers, or which lines are for your sound card, you should contact the

hardware manufacturer of the item in question. We have included a list of Customer Service and BBS numbers of major manufacturers at the end of the **SPYHELP** file.

Line 10 which loads your mouse driver is only an example. The command to load your mouse driver is most likely different than our example. Replace line 10 with the command that loads *your* mouse driver.

Step 5: Leave the disk in the drive and reboot your system. The game should start and everything should be working properly.

Note: Some systems require special steps in order to boot from a floppy disk. If you're not in the SPYCRAFT directory after attempting to boot from the floppy, contact the system manufacturer to learn what steps must be taken to start from a boot disk.

VIDEO

Spycraft was designed to take advantage of some of the higher resolution video modes on your computer. In some cases *Spycraft* will detect and work with your video card just fine. However, some video cards may require that a VESA video driver be loaded in order for the video card to work properly with *Spycraft*. For your convenience, we have included UniVBE VESA drivers for virtually all Super VGA video cards available at the time this game was released. As new cards come to market, the included drivers may not work properly with these new video cards. In such cases, you may need to load the driver provided with your card and disable the driver provided with this game. (To disable the included video driver, set NOUNIVBE=1 in the SPYDOS.INI file.)

WHAT IS A VESA DRIVER?

VESA stands for Video Electronics Standards Association. It is a standard that allows software companies to write programs that work on many video cards without having to know how each card works. The VESA driver is the program that handles this. Almost every video card available today has VESA drivers available for it. These drivers may be stored in a chip on the video card, or they may be programs that the user has to load manually (or with a batch file). Some cards (such as the Diamond Viper) have the driver on the video card, but need the user to run a special program to activate the driver. If the VESA driver is an external program, it will probably be found on the disks that accompanied your video card. If you don't have a VESA driver you should contact your video card manufacturer. We have included a list of Customer Service and BBS numbers for major manufacturers at the end of the SPYHELP file. Using most 'external' (programs that you must run) VESA drivers is as easy as typing the name of the driver at the DOS prompt. For instance, if the driver was called VVESA.COM, you would type **VVESA.COM** and then press **Enter**. If you have any difficulty running *Spycraft*, contact the maker of your video card for the latest VESA driver for your card.

CUSTOMER SUPPORT

CUSTOMER SUPPORT BULLETINS

The information contained in this document is the latest information available to Activision at the release of *Spycraft*. In an effort to keep you informed on any further developments with our games, Activision has created **Customer Support Bulletins**. These files contain updates on the latest technical information that may affect our programs. Look for these files on our support areas on various online services.

CUSTOMER SUPPORT IN THE U.K. & AUSTRALIA

In the U.K., please call 0990 143 525; 9 a.m. – 5 pm.; Monday to Friday

In Australia, please call 1 800 677 527.

Or contact a customer support representative through the following online services.

ONLINE

SERVICES WITH ACTIVISION FORUMS, E-MAIL AND FILE LIBRARY SUPPORT

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- CompuServe: 76004,2122 or [GO GAMBUPB]
- Activision BBS: 1 (310) 479-1335 Up to 28,800 Baud;
Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

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.

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3. Enclose your name and return address, typed or printed clearly, inside the package.
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WILLIAM COLBY (FORMER DIRECTOR OF THE CIA) AND OLEG KALUGIN (FORMER MAJOR GENERAL OF THE KGB) TEAM UP TO UNLEASH THEIR VISION IN **SPYCRAFT: THE GREAT GAME**, THE AUTHENTIC SPY THRILLER.



WILLIAM COLBY
FORMER DIRECTOR OF THE CIA

Colby served during World War II in the OSS as a Jedburgh team leader, parachuting into occupied Norway and France. During the Vietnam War years, he was chief of the CIA's Far East Division. He later served as the CIA's Deputy Director of Operations, the Agency's clandestine branch. And in 1973, he was sworn in as the tenth Director of Central Intelligence.

OLEG KALUGIN
FORMER MAJOR GENERAL OF THE KGB

Kalugin oversaw the U.S.-based counter-intelligence operations for the KGB for more than twelve years, personally handling the Walker Spy case and the defection of Edward Lee Howard. Kalugin's expertise lies in economic and security issues, as they affect Western investments in Russia and private sector consultancy.

