

INTRODUCTION

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

The worlds of *Zork Nemesis* are richly detailed and filled with items and clues to help you complete the game. Some of the clues will be useful to you immediately, while others may not make sense to you until you have explored a little more of the game. Go slowly and observe your environment.

The Alchemy book will offer clues and background information about the Forbidden Lands — a truly scary place.

For you Zork trivia buffs, *Zork Nemesis* takes place about 120 years before *Zork Grand Inquisitor*.

Thanks for playing *Zork Nemesis*.

— The Zork Nemesis Team
zork@activision.com

PLAYING THE WINDOWS® 95 VERSION

1. After installing the game, insert the Zork Grand Inquisitor DVD. From the launch screen select **Launch Zork Nemesis**. You will see the screen to the right. (If you have not yet installed the game, please review the installation instructions in the CD booklet.) Click **Play** and the screen below will appear.
2. 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: exploration cursors (which help you navigate through 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*.

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 to slow the Pana rotation down.

If you don't find the mouse comfortable to use, you can pan left and right by using the arrow keys on the keyboard. You'll still need the mouse though, for interactions and inventory.

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 right mouse button. 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 right mouse button 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 left mouse button to use it.

NAVIGATION CURSORS



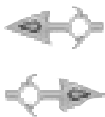
Idle Arrow: The Idle Arrow is the default navigation cursor. It indicates that you cannot interact with the currently selected item or location. When you can interact with an item or location (i.e., open a door, press a button, etc.), the Idle Arrow will start to glow, becoming the Active Arrow.



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 left 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 buttons 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.



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 left 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 left mouse button.



Tilt Up and Down Arrows: Tilting is just like panning except that you can do it vertically, as 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!).



Whenever you get to a place where you can tilt, a **Double-Headed Vertical Arrow** will appear. 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 left 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, repeat this process 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 left mouse button to turn around.



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

COMMANDS

ROLLOVER BAR

If you place your cursor at the top of the screen, a bar will appear allowing you to save or restore a game, set preferences or quit the game.

Save — To save a game, click on **Save**. 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 the overwriting of the old file.

Restore — To restore a saved game, click on **Restore**. Then, highlight the game you wish to restore, and press **Enter** or click your left mouse button.

Prefs (Preferences)

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. For more information on 3D Sound, refer to the *QSound™* section later in this manual.

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

KEYBOARD CONTROLS

? (or /) On-screen hints (temple world only)

Ctrl-S Save

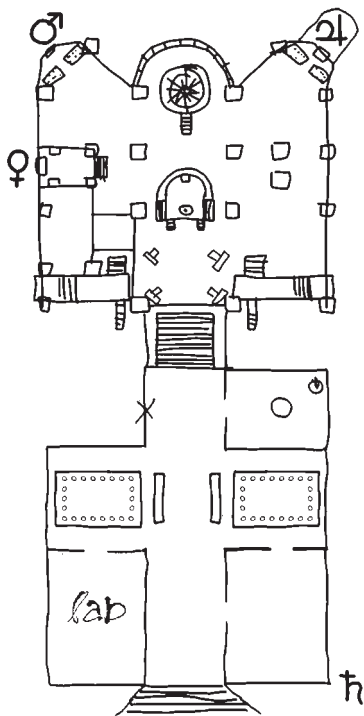
Ctrl-R Restore

Ctrl-Q Quit

Ctrl-P Prefs

Spacebar Allows you to skip the movies.

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



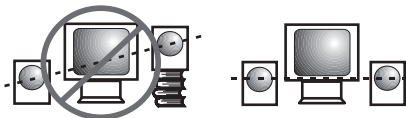


The following guidelines will help you get the maximum benefit from QSound Virtual Audio (Named 3-D Sound in the Prefs screen). Since QSound is a stereo process, you will need a stereo playback system. Although enhancement can be heard off-axis, dramatic sound localization will be heard when you are centered between the speakers. Therefore the goal of the following suggestions is simply to set up your speakers symmetrically.

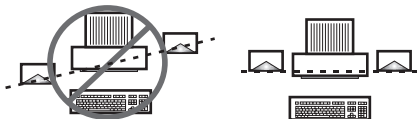
- Both speakers should be placed at the same distance from the listening position.
- Make sure both speakers are at the same angle, facing straight forward or turned slightly toward the listening position, whichever is your preference.
- Arrange both speakers at the same height.
- Your speakers should not be too far apart. For example, in a multimedia setup, they should be just to either side of your video monitor.
- If your system has a balance control, be sure it is centered. If, on the other hand, each speaker has its own volume control, adjust them so that the speakers are as closely matched in relative volume as possible.

QSOUND Optimal Listening Setup

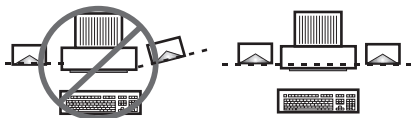
QSound produces a greatly expanded soundfield of amazing realism from regular speakers. For best results...



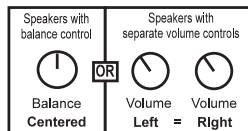
1. Speakers should be at the same height.



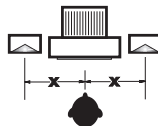
2. Speakers should be in the same plane.



3. Speakers should be at the same angle.



4. Equal L/R Volumes



5. Listen centered