

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS VIDEO GAME SYSTEM OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

SYSTEM SHOCK™ CD INSTALL GUIDE

Welcome to *System Shock CD*. This guide includes quick installation instructions for users familiar with the installation process, and a detailed, step-by-step guide to installing the game. If you experience any difficulty, consult **Troubleshooting**, p. 7. To avoid compatibility or memory problems, please take a moment to confirm that your machine matches the **System Requirements** (see p. 2).

Do not use System Shock CD with disk compression utilities. We cannot guarantee the compatibility of our games with disk compression utilities, and you may corrupt saved games.

QUICK INSTALLATION

Note: Before installing any software, run CHKDSK from your DOS directory. This searches for any lost allocation chains (pieces of files). If any are found, please run a disk utility to correct these errors on your hard drive. It's always a good idea to optimize and defragment your drive before installing new software.

1. Create a boot disk (see **Creating a Boot Disk**, p. 5). You must use a pre-formatted diskette.
2. Insert your new boot disk into the A: drive and turn on your computer. Wait for the DOS prompt.
3. Type the name of your CD-ROM drive (usually D:), then press .
4. Type INSTALL .
5. Use the arrows to highlight the language you prefer (ENGLISH, FRANCAIS OR DEUTSCH), then press twice.
6. When prompted, follow the installation steps. (See **Installation Options**, p. 2.)
7. To begin play, switch to the game directory (default is C:\SSHOCK) and type CDSHOCK (for machines with 8 or more MB RAM) or SSHOCK (for machines with 4 MB RAM). Then, press twice.

SYSTEM REQUIREMENTS

Computer. *System Shock CD* requires at least an Intel486DX/33+ MHz or 100% compatible system, and MS-DOS version 5.0 or higher.

Video Card. VGA or SVGA video card.

Hard Drive. You must have a minimum of 20 megabytes free on your hard drive to install and play this game.

Joystick (optional). *System Shock CD* supports standard two-button joysticks, along with the Thrustmaster Mark I, Flight Stick Pro and Gravis Phoenix.

Mouse. *System Shock CD* requires a Microsoft or 100% compatible mouse using Microsoft software driver version 7.0 or higher or a 100% compatible driver.

Memory. *System Shock CD* uses 530K (542,720 bytes) of conventional RAM (base memory) and at least 3072K (3,145,728 bytes) of extended memory (XMS). You must have a minimum of 4 megabytes of RAM installed in your machine to play from the CD without full speech or SVGA graphics. You must have at least 8 megabytes of RAM to play from the CD with full speech and SVGA graphics.

INSTALLATION OPTIONS

To change your sound and music card settings, rerun the install program from the game directory.

If AUTOSETUP locks up your system, restart installation and select a different card.

Use or to move the highlighter up and down.

Note: To exit the installation without recording any selections, highlight QUIT and press .

1. to 5. Follow Steps 1 through 5 of **Quick Installation**, p. 1.
6. Highlight SETUP SOUND SYSTEM, then press .
7. Highlight CHOOSE MUSIC CARD, then press .

Use or to highlight the sound card that most closely matches your system, then press .

Highlight AUTO SETUP if you want the program to detect the correct settings for the card you've specified.

To choose settings manually, highlight MANUAL SETUP and press . You must enter additional card information. Unless you have modified the settings, the defaults suggested by the install program should be correct.

Midi Port. This setting is normally 330.

IRQ setting. This menu gives you different choices (usually 2, 3, 5, 7 or 10), depending on your sound card.

8. Highlight CHOOSE DIGITAL CARD, then press .

Highlight the sound card that most closely matches your system, then press .

Highlight AUTO SETUP if you want the program to detect the correct settings for the card you've specified. To choose settings manually, highlight MANUAL SETUP and press .

If you chose MANUAL SETUP, you will be prompted to provide additional card information. Unless you have modified the settings, the defaults suggested by the install program should be correct. The following menus handle this information. The settings available may vary between different card types.

I/O port setting. This menu brings up a list of possible values. Usual ones are 210H, 220H, 230H, 240H, 250H, 260H and 280H. (220H is a common setting.)

IRQ setting. This menu gives you a choice of 2, 3, 5, 7 or 10 (5 is the default for all but the oldest Sound Blaster cards; the oldest default to 7).

DMA setting. This menu gives you a choice of 0, 1 or 3 (1 is the default). Rap-10 users have choices that combine two settings. The default setting is (5, 6). Others are (6, 7) and (5, 7).

Press **[Enter]** after highlighting each configuration option. After you choose the DMA setting, you will return to the Configuration Menu. (Some cards cause the program to choose the DMA setting automatically.)

9. Highlight TESTMUSIC CARD, then press **[Enter]** to test the configuration. If the card is detected, you receive a message and hear music. If it does not match your hardware, an error message appears. Press any key to stop the test, then press **[Esc]** or **[Return]** to go to the Configuration Menu.

10. Highlight TEST DIGITAL CARD, then press **[Enter]** to test the configuration. If the card is detected, you receive a message and hear a sound effect. If it does not match your hardware, an error message appears. Press any key to clear the screen, then press **[Esc]** to return to the Configuration Menu.

For more information on these settings, see your sound card documentation.

If you do not hear music or sound effects, even though the program says it detects your card, try a different card configuration.

11. (Optional) To specify a game directory other than the default one (C:\SSHOCK), highlight CHOOSE INSTALLDIRECTORY, then press **[Enter]**. Type the desired drive and path, then press **[Enter]** again. If you skip this step, the game uses the default directory.
12. (Optional) Highlight OTHER OPTIONS and press **[Enter]** to access joystick, cinematic and gameport options.
13. Highlight JOYSTICK TYPE and press **[Enter]**. Use **[↓]** or **[↑]** to highlight the type of joystick you're using (or choose NO JOYSTICK), then press **[Enter]** to return to the Option Menu.

Note: *System Shock CD* supports the Gravis Phoenix joystick. System Shock CD contains a file that will load a preset list of commands. To load this file:

1. Copy SHOCK.PHX from the root directory of the CD into the Phoenix directory on your hard drive.
 2. Switch to the Phoenix directory on your hard drive.
 3. Type PHX SHOCK.PHX **[Enter]** to load game-specific commands for the joystick.
14. (Optional) The game defaults to VGA mode. To change it, highlight CUTSCENE TYPE and press **[Enter]**.

Highlight SVGA to play cinematic midgames in high video resolution (if you have SVGA capabilities), then press **[Enter]**. Or, highlight MCGA to display cinematic scenes in low video resolution, then press **[Enter]**.

15. (Optional) If you have a gameport in your portable computer, highlight NOTEBOOK GAMEPORT. This option defaults to DON'T CHECK. Highlight CHECK and press **[Enter]**.
16. When you are through changing options in the OTHER OPTIONS screen, highlight DONE and press **[Enter]** to return to the Main Menu.
17. To exit installation and save the current configuration (without re-installing the game), highlight SAVE SETTINGS AND EXIT, then press **[Enter]**.
18. To exit without installing or saving changes, highlight QUIT and press **[Enter]**.
19. If you're satisfied with the options you selected, highlight INSTALL SYSTEMSHOCK and press **[Enter]**. When installation is complete, you will receive a completion message. Press **[Enter]** to exit to DOS.
20. To begin play, switch to the drive and directory where the game is installed. Type CDSHOCK **[Enter]** to start the game if you have 8 or more MB RAM; type SSHOCK if you have 4MB RAM.

CHANGING YOUR SOUND CARD CONFIGURATION

If you ever add a sound card (or change from one sound card to another), you must reconfigure the sound card configuration for *System Shock CD*.

Place *System Shock CD* in your CD-ROM drive. Return to the drive and directory where you installed the game (for example, the default is C:\SSHOCK) and type INSTALL, then press **[Enter]**. This allows you to change the selections you made when you first installed the game. Highlight SETUP SOUND SYSTEM from the Configuration menu and follow Steps 7-10 in **Installation Options**.

You then need to highlight SAVE SETTINGS AND EXIT, then press **[Enter]** to save your sound card changes. Once you start *System Shock CD* again, your new settings will take effect.

IF YOU HAVE TROUBLE INSTALLING

If you have not already done so, please review the **System Requirements**, p. 2, for *System Shock CD* to be sure your hardware setup and *System Shock* are compatible.

MEMORY REQUIREMENTS

System Shock CD uses conventional RAM (base memory) and extended memory (XMS). Though an expanded memory boot disk setup is included in **Creating a Boot Disk** (p. 5), we recommend using an XMS setup for optimal game performance.

You must have a minimum of 4 megabytes of total RAM installed in your machine. Of this memory, you must have at least 3072K (3,145,728 bytes) free XMS memory to run *System Shock CD* using the SSHOCK executable. If you have 7168K (7,340,032 bytes), you will get full speech and SVGA graphics (with a VESA-standard or equivalent bios driver) when you use the CDSHOCK executable file.

Consult your memory manager's documentation and **Creating a Boot Disk**

(p. 5) for more information. This will allow you to load necessary drivers into upper memory and load *System Shock CD*. If you are unsure about these different types of memory, consult your DOS manual.

To find out how much DOS, XMS and EMS memory your computer has available, use the DOS MEM command. From the DOS prompt, type: MEM **[Enter]**.

When the memory information is displayed on the screen, look for the following two listings:

LARGEST EXECUTABLE PROGRAM SIZE
This number indicates how much DOS conventional memory is available. You must have at least 530K (542,720 bytes) listed here.

If you have DOS 5.0, look for this line:

BYTESAVAILABLE XMSMEMORY
This number indicates how much extended memory is available. You must have at least 3072K (3,145,728 bytes) listed here to play without full speech and SVGA graphics. You must have at least 7168K (7,340,032 bytes) listed here to play *with* full speech and SVGA graphics.

If you have DOS 6.0 or higher, look at the last number in the memory table (last column, last line):

EXTENDED (XMS)
The last number on this line indicates how much extended memory is available. You must have at least 3072K (3,145,728 bytes) listed for this entry. You must have at least 7168K (7,340,032 bytes) listed here to play with full speech and SVGA graphics.

IF YOU HAVE TROUBLE PLAYING ...

If you are experiencing problems running *System Shock CD* or do not have the appropriate amount of memory, it might help to create a separate boot disk and decrease the number of memory resident programs (TSRs) you have loaded.

Do not delete your AUTOEXEC.BAT or CONFIG.SYS files from your hard drive — without them, your computer will not function.

CREATING A BOOT DISK

Before creating a boot disk, we recommend that you make a paper copy of your hard drive's CONFIG.SYS and AUTOEXEC.BAT start-up files. Type at the DOS prompt:

```
TYPE CONFIG.SYS
```

Either hand-copy or, if you have a printer, use [Print Screen](#) to print a copy of this startup file. Now at the DOS prompt, type:

```
TYPE AUTOEXEC.BAT
```

Hand copy or use [Print Screen](#) to generate a printout of this startup file.

To create a boot disk, insert a blank disk in your A: drive. (**Your computer will not boot from the B: drive.**) From the DOS prompt (C:\>), type:

```
FORMAT A:/S Enter
```

Once the disk is formatted, you can create a CONFIG.SYS and an AUTOEXEC.BAT using the configurations below.

MODIFYING CONFIG.SYS

When the DOS prompt returns and the format is complete, type:

```
EDIT A:\CONFIG.SYS Enter
```

When the new screen appears, determine which memory management system you are using (if any) from those listed below and type the commands shown under that system.

CONFIG.SYS with XMS setup (no EMS driver)

This configuration file will work for both 4 MB and 8 MB machines

```
DEVICE=C:\DOS\HIMEM.SYS
DOS=HIGH
FILES=45
BUFFERS=30
SHELL=C:\DOS\COMMAND\COM
C:\DOS /P
DEVICE=C:\<path>\<your CD-ROM
driver> <parameters>
```

Type in the information for your CD-ROM driver line from the printout of your CONFIG.SYS. It will usually be a line containing the driver name (example: SB CD.SYS) followed by the device name of your CD-ROM (example: /D:MSCD001).

CONFIG.SYS with EMS driver (only works with 8 MB+ machines)

```
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE 7168 RAM
DOS=UMB
DOS=HIGH
FILES=45
BUFFERS=30
SHELL=C:\DOS\COMMAND.COM
C:\DOS /P
DEVICE=C:\<path>\<your CD-ROM
driver> <parameters>
```

Type in the information for your CD-ROM driver line from the printout of your CONFIG.SYS. It will usually be a line containing the driver name (example: SB CD.SYS) followed by the device name of your CD-ROM (example: /D:MSCD001).

CONFIG.SYS using QEMM 6.0

```
DEVICE=C:\QEMM\QEMM386.SYS SH:N
DOS=HIGH
FILES=45
BUFFERS=30
SHELL=C:\DOS\COMMAND.COM
C:\DOS /P
DEVICE=C:\<path>\<your CD-ROM
driver> <parameters>
```

Type in the information for your CD-ROM driver line from the printout of your CONFIG.SYS. It will usually be a line containing the driver name (example: SB CD.SYS) followed by the device name of your CD-ROM (example: /D:MSCD001).

CONFIG.SYS using QEMM 7.0 and higher

```
DEVICE=C:\QEMM\DOSDATA.SYS
DEVICE=C:\QEMM\QEMM386.SYS SH:N
DOS=HIGH
FILES=45
BUFFERS=30
SHELL=C:\DOS\COMMAND.COM
C:\DOS /P
DEVICE=C:\<path>\<your CD-ROM
driver> <parameters>
```

Type in the information for your CD-ROM driver line from the printout of your CONFIG.SYS. It will usually be a line containing the driver name (example: SB CD.SYS) followed by the device name of your CD-ROM (example: /D:MSCD001).

Exiting CONFIG.SYS

After typing these lines, you want to exit and save your file. Do so by pressing:

Alt F

X

Y

MODIFYING AUTOEXEC.BAT

Next you need an AUTOEXEC.BAT file on your boot disk. Type:

```
EDITA:\AUTOEXEC.BAT
```

When the new screen appears, type:

```
@ ECHO OFF
```

```
PROMPT $P$G
```

```
PATH=C:\DOS
```

```
C:\MOUSE\MOUSE.COM
```

*Your mouse driver may need to be loaded differently. See **Mouse Setup** (next column) for more info.*

```
C:\DOS\MSCDEX.EXE /D:MSCD /M:15
```

Please refer to the AUTOEXEC.BAT file to see the exact location of the MSCDEX.EXE file)

```
C:
```

```
CD \<game directory>
```

(The AUTOEXEC.BAT file does not vary with different memory drivers.)

Exit and save this file by pressing:

Alt F

X

Y

TO USE YOUR NEW BOOT DISK

Turn your computer off, insert your new boot disk in your A: drive and turn the computer back on. The boot disk should run and automatically take you into the *System Shock* game directory.

INSTALLATION FAILS

If the installation should fail, an error message should tell you the nature of the problem. See **Troubleshooting** (pp. 7-9) for solutions to some common problems. If you continue having problems even after creating a separate boot disk, try deleting the game from your computer and booting from the boot disk. Then, reinstall the game from the CD. (Note that this will delete any saved games you might already have.)

MOUSE SETUP

Be sure you are using a 100% Microsoft-compatible mouse driver — a Microsoft version 7.0 or higher mouse driver is preferable. If you are using a boot disk, this driver must be loaded within your boot disk configuration. Since the command line may differ from mouse to mouse, consult your hard drive's AUTOEXEC .BAT by typing at the DOS prompt: TYPE C:\AUTOEXEC.BAT. Look for your mouse driver line and copy it into your boot disk's AUTOEXEC.BAT, replacing the mouse driver line (C:\MOUSE\MOUSE.COM) that we suggest above.

Consult your mouse user's guide for more detailed instructions on loading the mouse driver for your computer.

DISK CACHE PROGRAMS

If you have more than 4 MB of RAM, you may install SMARTDRV.EXE (a disk caching program) after installing *System Shock CD*. We recommend that you allocate 1024K of memory to the disk cache, using the *SMARTDrive* versions from *Windows 3.1* or *DOS 6.0*. We do not recommend using a disk cache if you have less than 6 megabytes of free RAM.

Note: Though other disk cache programs may work with *System Shock CD*, we cannot guarantee compatibility.

On machines with more than 4 MB of free RAM, *System Shock CD* uses up to 2 more megs for advanced features, as long as that extra memory has not been allocated to a disk cache. If you install *SMARTDrive*, add the following line to the beginning of your AUTOEXEC.BAT file. (You may also need to change the path, depending upon where your disk cache program is located.)

```
C:\DOS\SMARTDRV.EXE 1024 C /C
```

(The first letter after 1024 should match the drive where the game is installed.)

I/O AND IRQ PORTS

If you've selected an incorrect I/O or IRQ port setting for your music or sound card, sound and music won't play and you'll get an error message when you test the card. Type `INSTALL` (`Enter`) from the game directory and re-install your sound system with appropriate settings. (See **Changing Your Sound Card Configuration**, p. 4.)

GENERAL MIDI

System Shock CD has joined the next generation of music quality with its support of the General MIDI standard as defined by the MPU-401 instruction set. At the time of publishing, only a few cards support MPU-401. These cards include Roland SCC-1, Roland RAP-10, Creative Labs Sound Blaster 16 with attached General MIDI daughterboard (such as the Wave Blaster), and Creative Labs Sound Blaster ASP 16 with attached daughterboard. Other manufacturers have already released, or are planning to release, sound cards that utilize the MPU-401 instruction set. However, sound cards that use a memory-resident program (TSR) to emulate MPU-401 *may not* work with this software.

Note: Some General MIDI sound cards offer digitized speech or sound effect capabilities. Review your sound card documentation or contact the manufacturer if you have any questions.

SPECIFIC SOUND CARD INFORMATION

System Shock CD natively supports (without using emulation techniques) cards listed in this section. However, some music and sound cards require you to load special drivers and/or choose specific ports:

Sound Blaster AWE32. The game natively supports the AWE Synthesizer chip located on your sound card. You do not need to load any emulation drivers to receive General MIDI-quality music support. Simply load `AWEUTIL` (from your sound card directory) in your `AUTOEXEC.BAT` with its default parameters.

Also, select the same I/O port for music and digital sound effects.

ProAudio Spectrum. Although this game does not directly support ProAudio Spectrum, this card type can use the Sound Blaster emulation mode to play music and sound effects. When using one of these, make sure you have the drivers configured correctly for Sound Blaster emulation and that they are not loaded into high memory. If you have ProAudio Spectrum, select `SOUND BLASTER` for both music and digitized sound effects (during installation). (Refer to `README.TXT` by running the install program and choosing `VIEW README`.)

Roland RAP-10. *System Shock CD* is one of first games to use the Rap-10 card for both sound and digital effects. The CD version of this game supports both. If you're having problems with the game locking up, or with sound effects looping or stuttering, you may have DMA or IRQ conflicts. Refer to **Audio Problems** in the **Troubleshooting** section (p. 8).

Ensoniq Soundscape. This game supports the Ensoniq Soundscape along with its General MIDI capabilities. In your `AUTOEXEC.BAT`, load `SSINIT GM` (from your sound card directory) prior to starting *System Shock CD*. Select the same I/O port for both music and digital sound effects. In most cases, this defaults to I/O 330.

TROUBLESHOOTING

If you have not already, please review the **System Requirements** for *System Shock CD* listed on p. 2 to ensure that you comply.

MOUSE AND JOYSTICK PROBLEMS

Q: Why won't my joystick work correctly?

A: Be sure that your joystick has been calibrated. (You may need to recalibrate it after you exit cyberspace.) To do so, open the Option screen (`Esc`), `P` or `Pause`) and then click `INPUT`. Click `CENTER JOYSTICK`, then place your joystick in the center position and press `Enter`. If this does not solve the problem, contact **ORIGIN Product Support** (see p. 10). A speed-adjustable gamecard may help solve joystick problems on high-end systems.

Q: My mouse is not working with System Shock. My mouse works with all of my other software applications — why not with System Shock?

A: If your mouse does not work with *System Shock CD*, first check to see if your mouse has been loaded in DOS (in your AUTOEXEC.BAT file) or onto your boot disk. *Windows* and many other “multi-tasking” environments load their own built-in mouse driver. These drivers will not operate outside of their shell environment. Loading a driver into the DOS environment can be as simple as typing MOUSE [Enter] at the command prompt. For example:

```
C:>MOUSE [Enter]
```

This command can differ from mouse driver software to mouse driver software. Consult your mouse user’s guide and **Mouse Setup**, p. 6, for further details.

MEMORY AND CONFIGURATION PROBLEMS

Q: System Shock exited to DOS with this error: “DOS/16M: [some number] cannot allocate transfer buffer.” What does this mean?

A: You have too many items loaded into your conventional (base) memory. You must have at least 530K (542,720 bytes) free to play *System Shock CD*. If you’re not using a boot disk, make one using the steps listed in **Creating a Boot Disk** (p. 5).

Q: System Shock threw me out to DOS with a fatal memory error. It said “Not enough memory.” What’s wrong?

A: You are trying to play the game using the SSHOCK executable and have less than 3072K (3,145,728 bytes) free extended memory (XMS). Or, you’re using the CDSHOCK executable and have less than 7168K (7,340,032 bytes) free extended memory (XMS).

To find out how much memory you have, use the DOS command MEM and look at the BYTESAVAILABLE XMS MEMORY line for DOS 5.0. For DOS 6.0 and higher, look at the EXTENDEDXMS line. It should indicate at least 2,800K free extended memory. This is the amount of extended memory available. If this

number is less than 2,800K, modify the AUTOEXEC.BAT and CONFIG.SYS files on your boot disk. Refer to **Creating a Boot Disk**, p. 5, for instructions on making a system boot disk for *System Shock CD*.

Q: While I was playing System Shock, the game exited to DOS with this message: “Could not find palette.” How can I fix this?

A: The game needs more files than you have specified in your CONFIG.SYS. Follow the onscreen instructions and modify your boot disk files as indicated. You will then need to reboot your system with the boot disk in the A: drive.

Q: Why does my computer crash when I try to play System Shock while I am logged into our LAN (local area network)?

A: LAN software often tries to take over the same system resources that *System Shock CD* uses. Sometimes the two can coexist, but often they can’t. If you have strange problems with *System Shock CD* while your LAN drivers are loaded, try booting from a clean boot disk that does not load your LAN drivers. Please refer to **Creating a Boot Disk**, p. 5.

AUDIO PROBLEMS

Q: I have a 100% Sound Blaster-compatible sound card, but I’m not getting any sound. Why not?

A: Your sound card may have to be put into Sound Blaster emulation through its software or a switch. Or, you may need to change the port configuration for your card (check your sound card documentation).

Q: I have a Roland RAP-10 sound card. It was detected during installation, so why am I having problems during gameplay?

A1: (DMA channels) *System Shock CD* is one of the first games to support full stereo sound effects and speech on the Roland RAP-10 card. The RAP-10 does, however, require two available high (16-bit) DMA channels, and one may be conflicting with a peripheral (such as a SCSI card or network adapter). The install program defaults to DMA channels 5 and 6. You may wish to try other DMA channel pairs. Some motherboard chip sets may not know how to handle high (16-bit) DMA.

A2: (IRQ setting) Looping or stuttering sound effects may be caused by an IRQ port conflict. If you have changed your RAP-10's IRQ default setting (9), you must manually configure *System Shock CD* in the install program for the new setting. Some sound cards (such as the Creative Labs Sound Blaster 16 and Sound Galaxy SC400) have their own MPU-401 MIDI interfaces that default to IRQ channel 2. This can cause conflicts with both IRQ channels 2 and 9 on cards such as the RAP-10. Simply disabling these MPU-401 interfaces may not be enough to avoid IRQ conflicts with the RAP-10. If problems persist, it may be necessary to remove the other sound card or change the RAP-10's IRQ jumper setting. Additionally, be sure that the I/O addresses are different between your RAP-10 and your other sound card's MPU-401 interface.

OTHER COMMON PROBLEMS

Q: *Why does my computer crash when I try to play System Shock through Microsoft Windows (or OS/2, Desqview or DOS 5.0 Task Swapper)?*

A: "Multi-tasking environments" — *Windows, Desqview, Software Carousel, DOS 5.0 Task Swapper* and so forth — often conflict in their use of memory and other system resources with *System Shock CD*. We do not recommend playing *System Shock CD* under these circumstances. Even if you do run the game under a multi-tasker, do not swap to another application while playing. Your system may crash if you try to suspend *System Shock CD* to run another program. In general, we recommend that you log out of *Windows* (or similar applications) and play from the DOS prompt.

Q: *After I play System Shock CD for an hour or two, the game seems to grow sluggish. Am I imagining things, or is this a common problem?*

A: Sometimes playing the game for an extended period of time does cause the program to slow down. Save your game, then exit and power down your system. After a few minutes, restart *System Shock* and load your saved game. This should solve the problem.

Q: *Occasionally, I can't reload a savegame file. The game will load, but the file is corrupted and my machine locks up or the game environment does strange things. Why?*

A: Don't use a compressed drive (e.g., *Double Space* or *Stacker*). Because games like *System Shock CD* frequently access the hard drive, disk compression sometimes causes problems.

Q: *System Shock still doesn't work after I made a boot disk and/or modified my CONFIG.SYS and AUTOEXEC.BAT files.*

A: Copy down the error code and information the computer displayed when it quit to DOS. Then see **Technical Support**, p. 11.

CD-SPECIFIC FEATURES

The CD version of *System Shock* has several new features that add to general gameplay. If you have at least 8 MB RAM, you'll experience even more unique features, including full speech for all logs and e-mails, and SVGA capabilities (with a compatible VESA driver).

Keystrokes. You have several new keystrokes in the CD version:

- Displays enhanced features.
- Displays map coordinates and current video mode.
- Cuts off speech sequence when logs or e-mails are playing.

More video. The CD version has longer cutscenes and an enhanced introduction and endgame.

VGA video modes. VGA video may now be adjusted by selecting VIDEO from the Option Menu. You have two VGA video modes available — 320x200 and 320x400. (VGA play recommended for slower machines.)

SVGA video modes. If you have a monitor and card with SVGA capabilities and a VESA (or equivalent bios) driver, you can play in SVGA by selecting VIDEO from the Option Menu. You have two SVGA video modes available — 640x400 and 640x480.

Audio capabilities. You can now experience digital sound effects through 2, 4 or 8 channels. Choose AUDIO in the Option Menu to change the number of channels. You can also reverse channels (if your speakers are switched).

Full speech. All logs and e-mails in the game have been recorded with full speech and ambient sound effects. Certain station functions (such as buttons) also give audio messages.

Mini-games. You can pick up three new software packages — *Wing0*, *15* and *Trioptoe*.

OPTION MENU

You must be playing the game to access the game options. To bring up the menu, press **[Esc]** or move your cursor to the upper-left corner of the screen. You'll see "Click for Options." When you left-click in this spot, the Option menu appears in your Inventory Panel.

SELECT (left-click) an option to change it.

SELECT the RETURN option or press **[Esc]** again to return to the game.

LOADGAME (**Ctrl****[L]**). Displays list of saved games. Select the game you want to load.

SAVE GAME (**Ctrl****[S]**). Displays save game slots. Select a slot, then type a short description (up to 30 characters) and press **[Enter]**.

AUDIO. Adjusts music and sound effects (not available if you haven't correctly configured your sound card).

MUSIC. Adjusts music volume (left-click-and-drag the slider).

DIGITALFX. Adjusts digital sound effects volume (left-click-and-drag the slider). Cards without digital control will display a button that toggles sound ON/OFF instead.

AUDIO MESSAGES VOLUME. Adjusts volume of audio logs and e-mails (left-click-and-drag the slider).

MESSAGES. Selects how e-mail and log messages display, either as TEXT, SPEECH or BOTH.

VIDEO. Adjusts video display.

VIDEO MODE. Adjusts screen resolution. The highlighted buttons are modes supported by

your video card. The first two (320x200 and 320x400) are VGA modes; the other two (640x400 and 640x480) are SVGA modes that require a VESA (or equivalent bios) driver.

GAMMA CORRECTION. Adjusts the overall lighting level (left-click and drag the slider left or right).

DETAIL. Adjusts level of graphics detail to MIN/LOW/HIGH/MAX. The MIN mode has a faster frame rate but has lower-detail graphics. The MAX mode has a slower frame rate but high-detail graphics. (If you want a faster frame rate while playing in MAX mode, don't remove the interface screen.)

OPTIONS. Accesses advanced options:

LANGUAGE. Cycles through English, French and German versions of text and speech.

ON-LINE HELP. Toggles on-line help ON/OFF.

TEXT LENGTH. Toggles between NORMAL/TERSE text (longer messages with extra fiction/abridged versions containing only important info).

RETURN. Returns you to the main Option menu.

INPUT. Accesses other options.

POP-UPCURSORS. Toggles the text cursors on the Inventory and MFD buttons ON/OFF.

MOUSE HAND. Switches the LEFT and RIGHT mouse buttons.

CENTER JOYSTICK. Allows you to reset center position of joystick.

DOUBLE-CLICK. Lets you set double-click speed. Left-click-and-drag the slider left or right.

RETURN. Returns you to the main Option menu.

RETURN. Returns you to the game.

QUIT. Exits the game without saving.

CREDITS

Producer

Project Leader & Lead Programmer

Programmers

Artists

Designers

Libraries

Music and Sound Effects

LookingGlass Quality Assurance

ORIGIN Systems QALeader

ORIGIN Systems QA

Hardware Lab

Translations Manager

Translators & Language QA

Product Manager

Box Design

Cover Art

Documentation Design

Documentation

UK Documentation QA

Editor

Warren Spector

Doug Church

Sean Barrett, Seamus Blackley, Rob Fermier, Marc LeBlanc, Fred Lim, John Miles, Art Min, Vinay Pulim, Eli Wiesel

Kurt Bickenbach, James Dollar, Austin Grossman, Mark Lizotte, Mike Marsicano, Robb Waters

Kurt Bickenbach, Dorian Hart, Erik Ray, Tim Stellmach, Robb Waters

Rex Bradford, Laura Feeney, James Fleming, Jon Maiara, Carl Muckenhoupt, Dan Schmidt, Matt Toschlog, Kevin Wasserman

Greg LoPiccolo, Tim Ries

Jill Bidgood, Nick Carter, Bart Mallio, Sara Verrilli

Harvey Smith

Todd Bailey, Brett Bonner, Alvaro Moreno, Jonathan Piasecki

Evan Brandt

Kirsten Vaughan

Didier Jumeau (French), Patricia Norwood (French), Dominique Poumeyrol-Jumeau (French), Frank Dietz (German), Andreas Kohler (German)

Galen Svanas

Al Carnley, Jennifer Davis

Jennifer Davis, Robb Waters

Chris Morgan /Rachel Close

Tuesday Frase and assorted ORIGIN and LookingGlass hackers

Ashley Richardson

David Ladyman

TECHNICAL SUPPORT

If, after thoroughly reviewing ALL the documentation, you are still having a problem with this software, please read the following section.

Electronic Arts has a staff of customer service technicians ready to help you with any problems you may encounter with the game. Electronic Arts Customer Service is available Monday to Friday during normal business hours on (0753) 546465.

Today's PCs run with millions of different hardware and software combinations. Because of this, you may also have to refer to your computer dealer or hardware manufacturer in order to properly configure their product to run with our game.

When you call, if at all possible, be near your computer. If it is not possible, make sure you have the following information ready:

- The error message displayed when the problem occurred (if any).
- A listing of your machine type and hardware contents, including CPU, sound and video board details.
- The DOS version number you are currently running.
- Your mouse and driver type.
- The contents of your CONFIG.SYS and AUTOEXEC.BAT files.
- Your CD-ROM drive type and CD-ROM extensions version, if fitted.
- The contents of a CHKDSK and MEM/C statement.

Or you may write to us at the following address, including the above information.

Electronic Arts Customer Service,

P.O. Box 835, Slough, Berkshire, England SL3 8XU

NOTICE

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS IN THIS PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS UNDER COPYRIGHT. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS LIMITED, 90 HERON DRIVE, LANGLEY, BERKS SL3 8XP, ENGLAND.

ELECTRONIC ARTS MAKES NO WARRANTIES, CONDITIONS OR REPRESENTATIONS EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS". ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH RESPECT TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. IN NO EVENT SHALL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES. THESE TERMS AND CONDITIONS DO NOT AFFECT OR PREJUDICE THE STATUTORY RIGHTS OF A PURCHASER IN ANY CASE WHERE A PURCHASER IS A CONSUMER ACQUIRING GOODS OTHERWISE THAN IN THE COURSE OF A BUSINESS.

LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address on the rear of this document, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software programs themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

MEDIA REPLACEMENT

Electronic Arts will replace user damaged media if the original media is returned with a Eurocheque for £10.00 per CD, payable to Electronic Arts Ltd.

Software © 1994, Looking Glass Technologies. All rights reserved. All other materials © 1994, ORIGIN Systems, Inc. Origin and We create worlds are registered trademarks of ORIGIN Systems, Inc. System Shock is a trademark of ORIGIN Systems, Inc. Electronic Arts is a registered trademark of Electronic Arts. Looking Glass is a trademark of Looking Glass Technologies.


We create worlds.®

An Electronic Arts® Company
P.O. Box 835, Slough, Berks SL3
8XU, England

SYSTEM SHOCK REFERENCE CARD

The page references in this Reference Card (noted by “p. XX”) refer to corresponding **Playguide** pages.

STARTING THE GAME

Enter the *System Shock* directory (default is C:\SHOCK). Type SSHOCK and press Enter. Click on PLAY INTRO, NEWGAME, CREDITS or CONTINUE (only appears after you save games).

For new games, set difficulty levels (0 is easiest, 3 most difficult), type your name and click START.

MANIPULATING OBJECTS (P. 20)

- Select** item in Inventory/buttons in MFDs.....*Left-click*
Identify item in viewscreen
Activate side icon
Open Inventory/MFDs
Fire*Right-click*
Swing weapon
Move*Left-click-and-drag*
Use item in viewscreen.....*Double-left-click (or Alt-left-click)*
Pick up item in viewscreen
Activate Inventory hardware
Place item in Inventory/MFDs.....
 1. **Pick up** item in viewscreen
 2. *Left-click on Inventory panel/MFD (or on Inventory button in Full-Screen)***Use** item on an object.....
 1. **Use** item in Inventory
 2. **Use** object in viewscreen**Activate** Hardware.....
 1. **Select** Side Icon (or **use** from Inventory)**Discard** item.....
 1. **Select** Inventory page button
 2. *Right-click on item name*
 3. *Right-click in viewscreen***Throw** item.....
 1. **Select** Inventory page button
 2. *Right-click on item name*
 3. *Right-click-and-drag in viewscreen*
 4. *Release button***Destroy** useless item.....
 1. **Select** Inventory page button
 2. **Select** item name
 3. **Select** ITEM MFD
 4. **Select** VAPORIZE

CYBERSPACE (P. 36)

- Jack into** cyberspace.....*Double-left-click*
Use software programs in Inventory (or Alt-left-click) on terminal.
Identify*Left-click*
Open Inventory/MFDs
Select Pulsar or Drill software in Inventory
Move*Left-click and hold or hold down Spacebar*
Pick up software and **scan** data.....*Collide with item*
Fire combat software*Right-click*

WEAPONS (P. 26)

Choosing a Weapon. **Select** (left-click) MAIN Inventory button. **Select** a weapon. **Open** (left-click) either WEAPON MFD to configure the weapon. (Or, use **Tab** to cycle through weapons.)

Loading/Unloading Firearms. **Select** a weapon, then **select** an ammunition icon in the WEAPON MFD. Unload by double-left-clicking.

Adjusting Beam Weapons. Move the MFD slider left or right to control intensity. Click OVERLOAD for a powerful blast (drains more energy).

Firing a Weapon. Place the cursor on top of the target (for firearms and beam weapons). Right-click to **fire** or **swing** weapons.

Throwing Grenades. **Select** MAIN Inventory button. Double-left-click on a grenade name, then **throw** the grenade. (Place the mouse cursor over your target, then right-click.)

Applying Patches. **Select** MAIN Inventory button, then **use** (double-left-click) a patch name or click APPLY in the ITEM MFD.

AUTOMAP (P. 17)

- Left-click on either AUTOMAP MFD button.
Click on “-” to back the map out, click on “+” to zoom the map in.
- Click FULL (lower right) for full-view (pauses the game and displays full-screen map and menu).
- Click SIDE (lower left) for cross-section view of the station.

OPTION MENU (P. 44)

1. **Esc** (or left-click the upper lefthand corner of the screen)
2. Left-click option to change it/view sub-options
3. RETURN or **Esc** to resume play

JOYSTICK COMMANDS (P. 45)

Move diagonally to combine movements. Use the mouse to move your cursor.

7 toggles mouse control over to joystick)

↑ Walk/run forward (press slightly to walk, further to run)

↓ Walk backward

← Turn left

→ Turn right

Button #2 + **←** Sidestep left

Button #2 + **→** Sidestep right

Button #2 + **↑** Look up

Button #2 + **↓** Look down

Trigger Fire/swing weapon

Button #2 Use item in viewscreen (door, puzzle, etc.)

CYBERSPACE JOYSTICK COMMANDS

↑ Dive or pitch downward

↓ Climb or pitch upward

← Bank left

→ Bank right

Button #2 + **←** Roll left

Button #2 + **→** Roll right

Trigger Fire software weapon

CYBERMAN COMMANDS (P. 45)

Move, aim and fire by manipulating the Cyberman like a mouse — slide the device horizontally while pressing the left and right buttons. The *middle* button combines with movement to control leaning and view angle:

- To **lean**, press the middle button and tilt the device left or right.
- To **change your view angle**, press the middle button and tilt the device forward or backward.

KEYBOARD COMMANDS

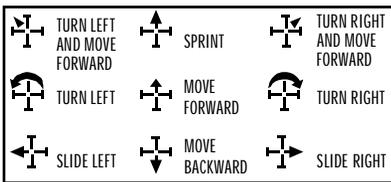
- (Shift) ↑** Run forward
- (S) or ↑** Walk forward
- (X) or ↓** Walk backward
- (A) or ←** Turn left
- (D) or →** Turn right
- (Z) or (Alt) ←** Sidestep left
- (C) or (Alt) →** Sidestep right
- (Q) or (Ctrl) ←** Lean left
(while standing or crouching)
- (E) or (Ctrl) →** Lean right
(while standing or crouching)
- (W)** Negate lean
- (Spacebar)** Jump
- (Spacebar) (S)** Climb
- (T)** Stand
- (G)** Crouch
- (B)** Prone
- (R) or (Ctrl) ↑** Look up
- (V) or (Ctrl) ↓** Look down
- (F)** Center view
- (Pg Up) and (Pg Dn)** Change Inventory page
- (Tab) and (Shift) (Tab)** Cycle through weapons in **(Enter)** Inventory

- (Ctrl) (A)** Display full-screen map
- (Ctrl) (S)** Save game
- (Ctrl) (L)** Load game
- (Alt) (X)** Exit game
- (Alt) (O)** Display interface description
- (Alt) (H)** Activate on-line help
- (Shift) (?)** Display on-line reference card
- (Pause)** Pause game
- (Esc)** Open Option screen/Pause game

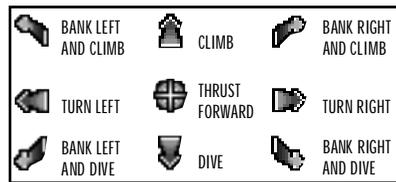
CYBERSPACE COMMANDS

- (W) or ↑** Climb or pitch upward
- (X) or ↓** Dive or pitch downward
- (S) or (Spacebar)** Thrust or move forward
- (A) or ←** Bank left
- (D) or →** Bank right
- (Q) or (Z)** Roll left
- (E) or (C)** Roll right
- or right-click Fire software weapon

MOVING WITH A MOUSE



Real Space (P. 20)



Cyberspace (P. 37)

- To move, place your cursor in the viewscreen, then left-click-and-hold. The cursor location and shape determines the direction of motion.
- To increase speed, move the cursor away from the center of the viewscreen.

Fatigue. To rest, slow down, stop moving for a few seconds, or apply Staminup dermal patches.

Climbing. Move face-first against a ladder or climbable wall. Click-and-hold both mouse buttons and move forward.

View and Posture. Left-click in the View Angle Control and Posture Control boxes or use keyboard.