

README file for "Sorority House" Version 1.0

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//////////////////////////////////////////////////////////////////  
//  
// Welcome to Sorority House //  
// //  
// "Sorority House" uses Apple's QuickTime for Windows to bring high //  
// quality graphics and sound to your PC. The setup program copies all //  
// the files needed to run "Sorority House" to your PC. //  
// //  
//////////////////////////////////////////////////////////////////
```

===== INSTALLATION =====

To install "Sorority House", use File Manager to run the SETUP.EXE program in the root directory on the CD-ROM. The setup program will copy the QuickTime for Windows files to your hard drive (approximately 2 megabytes of files).

===== OPERATION =====

To start Sorority House, simply double click on the "Sorority House" icon. Sorority House has two main screens—the "Cast Screen" and the "Gameplay Screen".

The Cast Screen introduces you to each of the cast members with a brief video—simply click on their picture to see the video. There are also five buttons which you may click on:

- | | |
|-------------------|---|
| About | Displays the credits and copyright notices for Sorority House. |
| Overview | Gives you the background for Sorority House and the object of the game. |
| New Game | Starts a new game. |
| Saved Game | Loads a saved game if you have saved a game previously. (See Load Game dialog box instructions in the Gameplay Screen section for details on using the Load Game screen.) |
| Quit | Quits the Sorority House program. |

If you choose a new or saved game, then you move to the Gameplay Screen.

The Gameplay Screen consists of five panels (clockwise from upper left):

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|--------------------|--|
| Movie Panel | This panel consists of the movie window where videos are played and occasionally stills are displayed. |
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Inventory Panel This panel shows you which items from the scavenger hunt you have (indicated by a check mark in the notepad) and how much money you have. It also contains the Load, Save, Exit, and Quit buttons. Load and Save are used for loading and saving your place in the game (see below for details). The Exit button will end the current game and take you back to the Cast Screen. The Quit button will end the current game and quit the Sorority House program entirely.

Text Panel This panel displays text which accompanies the movie or still, or asks you questions which you must answer using the Decision Panel.

Decision Panel This panel contains buttons based on your current circumstances in the game. You click on a button to indicate the decision you have made. For instance, you may be presented with several different directions to go to and you must choose which one to follow. Also, you may be asked a question (in the Text Panel) and you must choose the Yes or No button. There may be an object highlighted in the video and you may be asked if you wish to take it or not.

Map Panel This panel shows a map (related to where you are in the game) and indicates your current location with a "+" symbol.

The **Load Game dialog box** operates the same, whether you are accessing it from the Cast Screen or the Gameplay Screen. In either case, you simply double click on the saved game you wish to load, or single click on the desired game and click on the **Load** button.

The **Save Game dialog box** is only available from the Gameplay Screen. Simply type in the name you wish to use for your place in the current game and click on the **Save** button or press Enter. Your place will be saved and you can return to it later using the Load Game dialog box.

In both the Load and Save Game dialog boxes, you may choose **Cancel** to leave the box, **Delete** to delete the currently selected saved game, and **Delete All** to delete all saved games.

Whenever a movie is playing in either the Cast Screen or the Gameplay Screen, movie controls appear beneath the video. The controls available are (from left to right):

Speaker Click on this button and drag the slider up for more volume and down for less volume. The setting will be retained until you quit the program, change it again, or load a saved game.

Pause/Play Click on this button to pause a running movie, or continue a paused movie.

- Frame Slider** Click on this bar to jump to a particular location in the movie (the bar is relative to the entire movie—the left end is the start of the movie and the right end is the end of the movie). You may also drag the slider to fast forward or rewind the movie (this usually is easier to do if you first pause the movie).
- Frame Advance** Click on this button to move forward by exactly one frame of the movie. This control is only useful if the movie is paused.
- Frame Reverse** Click on this button to move backward by exactly one frame of the movie. This control is only useful if the movie is paused.

Also, underneath these controls, a **Skip button** will also appear during movie play. This button allows you to easily skip to the end of the movie. No controls other than these are available while a movie is playing.

In the Gameplay Screen only, after a movie has finished, the Skip button will change into a **Replay button** which will allow you to replay the last movie displayed.

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GAME CONFIGURATION

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Sorority House will run on most machines with no need for changing the default settings in the game's configuration. However, if you need to change one of the game's settings, double click on the "Configure" icon in the Sorority House program group (window). The configuration program lists four settings which may be changed:

- Difficulty Level** This setting determines how hard the game is to play. The harder the setting, the more ways there are to die, the easier it is for you to be sent back to the starting location, and the harder it is to get into certain areas. The game defaults to the Hard setting. To make the game easier, try selecting Medium or Easy.
- Color Resolution** This setting determines how many colors will be used for videos and most graphics. When set to Auto (the default), the program will determine itself how many colors are available on your video adapter and use the highest setting possible. If set to 256, Sorority House will always use 256 colors even if your adapter is capable of more. Use the Millions setting only if you know your card is capable of millions of colors but Sorority House is not correctly detecting this capability of your adapter. In all cases, be sure you have the current driver for your version of Windows and your video card and be sure you have activated the desired mode through any configuration program which may have come with your video adapter card.
- Gamma Method** Due to a complex idiosyncrasy with how Windows handles certain colors in order to attempt to handle differences in their

gamma component across various adapters, the gray background for the sack of money and the inventory notepad in the game screen may appear as a darker or lighter shade of gray than the rest of the background. If this occurs, try changing this setting to the Alternate setting to resolve the gray matching problem. Note: this will only work for some video adapters.

Memory Optimization

The program is written to try to use the least amount of RAM since motion picture video takes large amounts of RAM. However, if you have lots of RAM, you may wish to experiment with the speed optimization setting. Note that this setting may cause system crashes if you run out of RAM during the execution of the program.

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SYSTEM REQUIREMENTS

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To use "Sorority House", you should have a 386 or better CPU with 8-bit (256 colors), 16-bit (64,000 colors), or 24-bit (millions of colors) graphics, a sound card, Microsoft Windows 3.1 and DOS 5.0 or 6.x, and a mouse.

Some high-resolution video cards require updated driver software for operation of QuickTime for Windows. If you experience color display problems, please contact your video board manufacturer to see if newer driver software is available.

Make sure you are using the most recent versions of HIMEM.SYS, EMM386.EXE, and SMARTDRV.EXE. The copies that came with DOS 6.x are the most recent, and Windows 3.1 files are better than DOS 5.0 files. Your CONFIG.SYS should have something like the following:

```
DOS=HIGH,UMB
DEVICE=C:\WINDOWS\HIMEM.SYS
DEVICE=C:\WINDOWS\EMM386.EXE RAM NOEMS
```

Your AUTOEXEC.BAT file should contain something like:

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C:\WINDOWS\SMARTDRV.EXE 1024 1024 (if you have 8 MB or more memory)
C:\WINDOWS\SMARTDRV.EXE 1024 512 (if you have less memory)
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MEMORY PROBLEMS

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QuickTime for Windows and Windows 3.1 are very memory hungry. The best way to improve video quality and display speed is to have at least 8 MB RAM. If you have less, make sure you do not have EMM386 allocating any expanded memory. Also, you should have SMARTDRV using as little memory as possible (512K cache). The biggest performance improvement other than upgrading to a 486 is to add more memory (RAM).

You can also use the 386 enhanced Virtual Memory settings to create a permanent swap file. This seems to improve performance slightly, but more

RAM is better. This is a fairly sophisticated setting, so be careful and consult your Windows manual for further instructions.

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VIDEO PROBLEMS
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Some high-resolution video cards require updated driver software for operation of QuickTime for Windows. If you experience color display problems, please contact your video board manufacturer to see if newer driver software is available.

If the video display is slow, you may not have enough memory. You can also try adjusting the colors to 64K colors rather than truecolor (16.7 million). This results in faster video display and doesn't affect picture quality.

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ADDITIONAL INFORMATION
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As with any product, you may need to tweak your system to get optimal performance. The most important considerations are improper configuration of EMM386 giving too much Expanded memory (Windows doesn't need any, but DOS applications do), and simply not enough memory. If you are running Windows with 4 MB RAM, you will see a REAL performance boost by upgrading.

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CREDITS and COPYRIGHT NOTICES
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Sorority House copyright © 1994 by Elmfield Entertainment and Rocket Pictures
Interface and Game Design copyright © 1994 by Faster Than Light, Inc.
QuickTime and QuickTime for Windows is copyrighted by Apple Computer, Inc.