

MANUAL

CORRIDOR



Capstone™

CD-ROM

CORRIDOR

Alien Invasion

7

CD-ROM

MANUAL

COMMANDING GENERAL'S WARNING: Corridor 7 causes addiction, family irritation, late night insomnia and may complicate marriages. Play with extreme caution!

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Hintbook

You may purchase the Corridor 7 CD Addendum if you already own the first hintbook, giving you the last 10 levels only, for \$4.95. If you need to view all forty level plus, the hintbook can be purchased for \$12.95. Place your orders through Capstone by calling:

1-800-468-7226

From 9 A.M. to 6 P.M. Eastern Standard time.

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REQUIREMENTS

To play Corridor 7 you will have to have the following equipment:

- A 386-25mhz or higher IBM or fully compatible system with 590,000 bytes of free conventional memory and 2 MB of RAM.
- A CD-ROM drive.
- VGA or better monitor.
- A hard disk with 1 MB-free.
- MS-DOS 5.0 or higher.
- Supports the AdLib, SoundBlaster, SoundBlaster Pro, Logitech Soundman and all SoundBlaster Compatible cards.
- Joystick or Mouse recommended but not required.

INSTALLING CORRIDOR 7

1. Turn the computer on.
2. Put Corridor 7 CD into the appropriate drive and type the letter of that drive, followed by a colon.

For example: **D:**
Press **ENTER**.

3. Type the word **INSTALL**. Press **ENTER**.
4. Follow the on-screen step-by-step instructions and choose the desired sound option.
5. At the end of the installation, in the setup procedure, choose the correct sound device for your system. If your particular sound card is not listed, use its compatible.
6. Select the appropriate control of keyboard, mouse or joystick.

NOTE: To make configuration changes, type **SETUP** in the **CORR7** directory on your hard drive, before beginning the game.

BEFORE YOU START PLAYING. . .

Before you start playing, you must have enough memory available. If you have DOS 5 or higher, make sure that the memory manager program is running. Please do not try to run this program under Windows through the DOS icon.

After installation, follow these steps to start the game:

1. Enter the appropriate directory at the C: prompt by typing: **CD\CORR7** followed by the **ENTER** key.
2. Type in **CORR7CD** and press the **ENTER** key to start the game.

INTRODUCTION

Earth's fighting days were believed to be over. Most of America's military funds were now being directed toward research and space exploration. In 2012, Dr. Donald Fox, a U.S. exobiologist on one of the first manned missions to Mars, returned with a metallic object taken from an area near one of Mars' curious, face-like formations. It was the first hard proof that life existed outside earth's solar system. Scientists were elated but the government, ever so cautious, removed the artifact to an underground research facility called Delta Base. Delta Base, a small weapons development and research center located in the Nevada desert, is the only facility with equipment to test such an object. The object was taken to the lowest level, a maze-like series of hallways and test chambers, to the laboratory known as Corridor 7.

The age of the object was impossible to determine. Most scientists believed it to be ancient, but it showed no traces of its age and its surface could not be sampled, even at the molecular level. The standard battery of tests were issued. In the back of the chamber the object was subjected to varying levels and types of radiation. During the Gamma phase of the tests, the object began to change.

The Invasion Begins....

Most of the lab in Corridor 7 was destroyed. The object changed and grew in size as personnel in the upper levels watched their monitors in astonishment. It began to resemble a ball of lightning.

The base was put on alert. The sphere seemed to power itself, and no one knew how to shut it down, nor did they have the time. From inside the object something emerged . . . short, humanoid in form, but clearly not human . . . carrying what was unmistakably a weapon in one of its arms.



Alien invaders rushed through the object's opening and seized the base. The artifact was a trap planted thousands of years earlier by the aliens to inform them of the presence of advanced races. They launched the objects in small foldspace cruisers programmed to seek hospitable solar systems, and in Earth's case, the gate device was planted on Mars. When Earth's fledging culture reached the spacefaring stage, discovery was inevitable.

The aliens wiped out the base personnel. Currently, alien technicians are almost finished installing a device that creates an impenetrable shield around the base, allowing them time to move in more troops, assess the environment, and change it to suit their needs. While Earth has developed some advanced weapons, they pale next to the aliens' technology. Conquest looms ahead. They will destroy and enslave the populace and plunder our resources.

Your Mission

Headquarters does not realize what has happened inside the base. You are an experienced special forces marine given immediate orders to enter the research facility, proceed to the 30th floor, to Corridor 7, assess the situation and regain communication with the outside world.

After a brief helicopter trip, you're face to face with Delta Base. Communicating with HQ, you are informed that a large energy force has been detected underground, too large to be man made. Just then, your communications are cut as a blue haze surrounds the facility. The air becomes thick and your lungs feel the pressure. Your only option now is to enter the base, proceed to the last level, and destroy the object.

Against the Odds

Several factors are working in your favor. First, you have the element of surprise; they don't know you're there. Second, they believe they've killed everyone and are now busy modifying the base to suit their needs. They have posted sentries around the upper levels as safeguards against any possible survivors, so they are not worried about someone as outnumbered and insignificant as yourself. The further you descend, more signs of alien habitation are apparent; walls have been modified to resemble the alien's home environment; alien weapons and munitions are available.

While the aliens vary in size, shape and color, they all have one element in common; they are geared for war. Some aliens may look deceiving, but they are armed with weapons beyond our capabilities, moving with speed and in numbers. To add to the tension, some aliens are invisible. Only your infrared vision goggles can aid you in their detection. If you are smart, you will learn their habits, adapt and overcome their strengths. Out-gunned and alone, can you survive the slaughter and repel the aliens with only pure courage? Your life is on the line as the country fears what they do not know. Only you can decide our fate. Good luck . . .

MAIN MENU

- 1— NEW MISSION
- 2— ADJUST AUDIO
- 3— ADJUST VISUAL
- 4— RETRIEVE MISSION
- 5— STORE MISSION
- 6— RESUME CURRENT MISSION
- 7— ABORT CURRENT MISSION
- 8— HIGH SCORES
- 9— EXIT BUILDING

1. NEW MISSION

This selection will allow you to begin a new game. Select the level of difficulty on this screen by the appropriate rank:

Corporal



This is the easiest level. It contains the fewest aliens, body armor, and a full map. You must eliminate 10% of the initial aliens to gain access to the next level.

Recommended for first time gamers.

Lieutenant



This level is a little more challenging. There is no body armor but a map will be given. You must eliminate 75% of the initial aliens to gain access to the next level.

Recommended for non-arcade players.

Captain



This is the best level of play. The map will only show a partial view until the floor map is found. You must eliminate all of the aliens to proceed to the next level.

This level will pose a challenge to most gamers.

Major

This is the toughest level, recommended for those with patience and the desire to succeed against the odds. It will contain the most number of aliens and they will be harder to kill.

President

By picking this level, the computer will randomly relocate the aliens and items for each level. The random factor is the distance the same alien (or item) will be placed from its original position. The higher the number, the farther it could be.

Network

This will allow you to play over a network. Select the alien you wish to be and fight it out to the death with as many players as your network can handle. There are 10 levels especially designed for network and modem duels. Note that each character has different abilities such as damage, speed and health.

Network Requirements

- You must be using an IPX compatible network card with the drivers loaded.
- If you wish to play two different games, simultaneously, you can edit the *IPX SOCKET* number in the *CHARACTER SELECTION MODE* by typing in a different number. Just make sure the other members you wish to have in your game are using the same *SOCKET#* as you.

NOTE: Playing in the Network mode can and will slow down other network users, especially in high graphic environments.

Network Teams



This selection uses the same maps as the network play. Players who select the same character to control cannot kill each other. Your kills recorded are tallied for the whole group, not an individual.

Modem



You may now be able to duel a friend head to head, via a 9600 baud or greater modem. The menu selection is self explanatory. Choose the appropriate settings for your modem. If the IRQ or the ADDRESS settings are not listed, use the custom box at the bottom of the column.

To call a person, press the **ALT D** keys to dial. The other person needs to be ready to play in the modem game selection as well. Corridor 7 has an auto answer mode, but the **ALT A** keys can be pressed to override the mode.

2. Adjust Audio

This selection will allow you to adjust the CD audio controls if you are currently using the Sound Blaster Pro, Sound Blaster 16, or the Logitech Soundman. You will not be able to adjust the audio from the screen selections if you do not have one of the above sound cards. You may move the cursor to any slider with the **UP** and **DOWN** arrow keys and adjust it with the **LEFT** and **RIGHT** arrow keys.

FM MUSIC VOLUME Adjust the background music here.

SOUND FX VOLUME This bar will adjust the digitized sound effects such as gun fire and death tracks.

CD MUSIC VOLUME This will adjust the volume of the CD sound tracks, made for the game.

LINE IN VOLUME Your CD player must be plugged into the *line in* slot on the CD player (mostly used in external models).

MASTER VOLUME This switch takes control of all the sound settings at once.

The following sound track selections can be controlled by using the **SPACE BAR** once the desired selection is highlighted.

- START BUTTON*
- SKIP BUTTON*
- STOP BUTTON*

3. Adjust Visual

This selection will allow you to adjust your visual display. The following changes are possible:

SCREEN SIZE The largest screen will give the best visual effects. For slower machines, reduce the screen for a faster response.

NOTE: The status bar in the maximum screen size is different than any other mode. If you wish for a self explanatory status bar choose any level other than the maximum visual display.

4. Retrieve Mission

This will allow you to play previously saved games.

5. Store Mission

This will allow you to save up to **ten** titled games. Select a slot and press the **ENTER** key. Type in a file name and press **ENTER**.

NOTE: An auto save feature has been included. This will automatically save the last level completed and allow you to begin at the new floor in the elevator

6. Resume Current Mission

This function will allow you to continue only if a game was started and paused.

7. Abort Current Mission

This will quit the current game in progress.

8. High Score

The score board will keep automatic control of your best games.

9. Exit Building

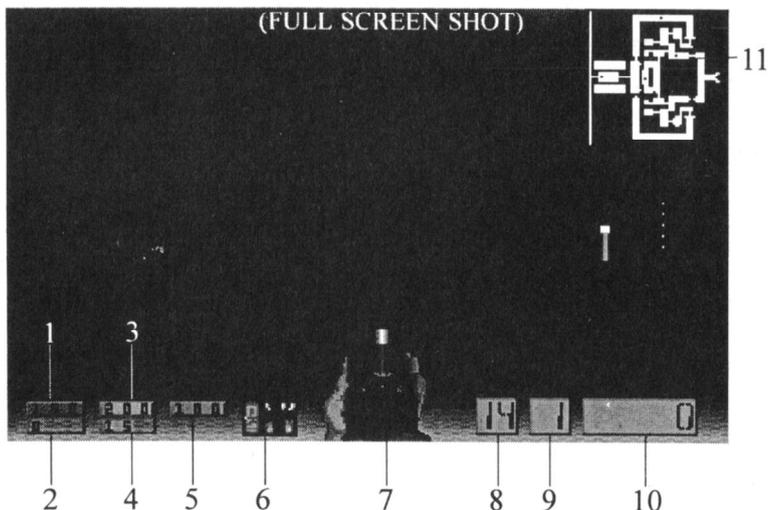
This will allow you to quit Corridor 7 and return to a DOS prompt.

MOVEMENT

You will start the game in front of the Delta Base entrance. Follow the steps below to proceed.

- MOVEMENT** -Use the appropriate **ARROW** keys. The **RIGHT MOUSE** button will move you forward.
- RUN** -Hold down the **RIGHT SHIFT** key with the **ARROW** key.
- SLIDE** -Hold the **ALT** key and the **LEFT** or **RIGHT** key.
- USE WEAPON** -Choose the appropriate **Numeric** key:
- | | |
|-----------------------|-------------------------|
| 1. Taser | 5. Alien Dual Blaster |
| 2. Assault Shotgun | 6. Alien Plasma Rifle |
| 3. M-24 C.A.W. | 7. Alien Assault Cannon |
| 4. M-343 PowerBlaster | 8. Alien Disintegrator |
- FIRE WEAPON** -Press the **CTRL** key or the **LEFT MOUSE** button for a shot or hold it down for a burst
- OPEN DOORS/
SECRET DOORS** -Press the **SPACE BAR** to open a door. If the door has a red or blue strip above it, the corresponding key color will be needed to open it.
- ELEVATOR** -An elevator will allow you to go to the next level when the floor is secured. The alien counter must be at zero if you are playing the Captain or Major levels of difficulty.

GAME PLAY



- | | | | |
|----|-------------------|-----|---------------------|
| 1. | Health Level | 6. | Pass Cards Attained |
| 2. | Armor Strength | 7. | Weapon in hand |
| 3. | Ammo/Energy Level | 8. | Aliens Remaining |
| 4. | Proximity Mines | 9. | Floor Level |
| 5. | Visor Energy | 10. | Score |
| | | 11. | Proximity Map |

The screen shot above shows a typical scene within the depths of Delta Base. The following numbered items will provide you with a description of how to use the information on your display.

1. HEALTH LEVEL INDICATOR

This line informs you of your remaining health. When it is close to zero, locate some medic kits or health chambers to boost you back to normal. Like actual life, you are only given one chance with no repeats . . . watch this status line!

2. ARMOR STRENGTH RATING

This line denotes whether or not your character is wearing any type of armor to aid you in your fight. Armor will not keep you from taking damage. Instead, any damage taken is divided up between the armor and your health.

3. AMMO REMAINING

This bar will display the amount of ammo remaining in your human weapons, in terms of rounds. The alien weapons use energy and will deplete accordingly in terms of percentage. When the percentage is at zero only an alien charge pack will enable it again. Only 200 rounds can be carried at a time without any aid from the extra items.

4. PROXIMITY MINES OBTAINED

You may place a mine in front of you by pressing the **M** key. They can easily kill any man and most of the aliens. Place these as traps to cover your back when proceeding into a level and if you're lucky they will take out more than one alien.

5. VISOR ENERGY REMAINING

Your helmet contains a visor with three different settings. To activate the settings use the **ENTER** key. Each time it is pressed it will switch into one of three different modes:

1. *Normal Vision* - This will take up no energy and should be used throughout most of the game.

2. *Night Vision* - This will turn the surroundings into a bright green color. This mode is good to see down long corridors in which the normal setting will not help. While this setting is on, your energy level will deplete.

3. *Infrared Vision* - This mode will detect heat sources. There are various laser beams throughout the base that can

only be detected in this mode. They will inflict a small amount of damage if not avoided. Also, some aliens are invisible and can only be seen in this mode by the heat they produce. Use your energy wisely, you might need it later.

Your visor energy level will deplete whenever you are in modes two or three. You may replenish the energy with a visor battery located throughout the base.

6. PASS CARDS OBTAINED

This will show whether or not you have the red or the blue pass cards. On each level there are computers that can be accessed to obtain a security clearance. Once you are given this color clearance, the card will open up the corresponding colored doors for that level only. Most clearance codes can be obtained within the security rooms.

NOTE: *The blue grid-like powered doors, leading to the security rooms, **do not** require a key to open.*

7. WEAPON IN HAND

This shows the current weapon that is ready to fire. In the beginning you are given the standard issue Taser, shotgun and a M-24 C.A.W (Close Assault Weapon) with 100 rounds of ammunition. As you progress there are more weapons to obtain. To change weapons, type in the appropriate number from **1** to **8**. Press the **CTRL** key to fire and hold it down for automatic fire.

8. ALIENS REMAINING

This display is the number of aliens left on the current floor. Securing the floor for the different difficulty levels requires kills of certain percentages (according to the beginning amount) as follows:

<i>Difficulty</i>	<i>Kills Required</i>
Corporal	10%
Lieutenant	75%
Captain & Higher	100%

9. FLOOR LEVEL

This is the floor you are currently on. Proceed to the 30th level, locate Corridor 7 and walk through the alien object. You must then enter the alien world, fight to 40th level and destroy the vortex.

10. SCORE

This is your score display which changes for every alien you kill. Any secret passage you locate will be added to your score at the end of each level as a bonus. There are five bonus levels within the first thirty floors that can also add to your total score.

11. PROXIMITY MAP

If the **TAB** key is pressed, an area map will be displayed for a limited range only. When you pick up the floor map icon, (located on every level) the entire map will be given. The following colors are represented:

BLUE - Your character's location.

YELLOW (flashing) - Displays the moving aliens.

RED (flashing) - Proximity mines location

NOTE: This map is essentially a motion detector. It will only show the aliens that are moving. Be careful, some aliens can disguise themselves as ordinary objects. Hidden sections are not shown as well (for security reasons).

KEY COMMANDS SUMMARY

WEAPON SELECTION

KEY#	ITEM	KEY#	ITEM
1	 Taser	5	 Dual Blaster
2	 Assault Shotgun	6	 Plasma Rifle
3	 M-24 C.A.W.	7	 Assault Cannon
4	 M-343 Power Blaster	8	 Disintegrator

M key	-Drop proximity mines		
MOVEMENT	-Use the appropriate arrow keys		
RIGHT SHIFT key	-Quick action (with other keys)		
ALT key	-Slide		
CTRL key	-Fire		
SPACE BAR	-Open doors, operate computer, use medic pack, visor charge and search for secret doors.		
TAB key	-Activate proximity map		
S key	-Toggle score on/off		
I key	-Toggle items/remaining aliens/level on/off		
ENTER key	-Toggle visor settings: normal/night vision/infrared		
ESC	-Main Menu		
PAUSE	-Pause game		
F2	-Save mission	F6	-Control toggle
F3	-Load mission	F7	-End Mission
F4	-Sound toggle	F8	-Auto-quick save
F5	-Music toggle	F9	-Quick load

MOUSE COMMANDS

LEFT mouse button	-Fires
RIGHT mouse button	-Moves forward

MILITARY WEAPONS

Taser

(Number 1 Key)



This is a standard sidearm for all security specialists. It is capable of stunning an opponent and can be deadly. It has unlimited energy but a slow rate of fire.

Assault Shotgun

(Number 2 Key)



This is the standard shotgun used for the last hundred years. It uses advanced armor piercing, criostate rounds that inflict tremendous amounts of damage at close range.

M-24 Close Assault Weapon

(Number 3 Key)



Also known as the M-24 C.A.W, it can hold 200 rounds and can fire in full automatic mode by holding down the **CTRL** key or the **LEFT** mouse button. This is your main weapon, available at the beginning.

M-343 Tribarrel Power Blaster

(Number 4 Key)



This weapon is still under development, but available for use inside Delta Base. It fires 2 CM phosphorus slugs which cause tremendous amounts of damage.

Proximity Mines

(M Key)



These can be found within the base and cause vast amounts of damage. Anything that passes near them will be destroyed or severely damaged.

ALIEN WEAPONS

The weapons listed below are left behind by some of the aliens. They only use energy packs, which can also be picked up. They will inflict much more damage than the human weapons.

Dual Blaster

(Number 5 Key)



This alien weapon is small for the damage it can inflict. Use this weapon to even the odds when outnumbered.

Plasma Rifle

(Number 6 Key)



This is the top of the line alien weapon. The rate of fire is slower than the Dual Blaster, but it inflicts more damage.

Alien Assault Cannon

(Number 7 Key)



This weapon is an improved Dual Blaster. It fires faster and inflicts more damage than the first alien weapon.

Alien Disintegrator

(Number 8 Key)



This weapon will eliminate most live objects within its path. It uses up a large portion of your energy, but it will pull you out of a tight situation.

Each time an alien weapon is fired, the energy level will drain 50%, then it will slowly recharge. To avoid full energy drain, fire in short bursts and allow time for a recharge.

IMPORTANT ITEMS

PROXIMITY MAP



WHEN THE [TAB] KEY IS PRESSED, A FULL MAP WILL APPEAR IN THE RIGHT CORNER OF THE SCREEN .

YELLOW DOT - ENEMY LIFE FORCE

BLUE DOT - YOUR POSITION

RED DOT - ACTIVATED PROXIMITY MINE

SECURITY COMPUTERS



FOUND THROUGHOUT EACH LEVEL. PRESS THE [SPACE BAR] TO ACCESS A SECURITY CODE. ALARM WILL SOUND IF DENIED.



RED & BLUE ACCESS - ALLOWS ENTRY INTO APPROPRIATE AREAS.

NOTE: ACCESS CARD WILL ONLY WORK FOR THAT PARTICULAR LEVEL.

MEDIC PACKS



FOUND THROUGHOUT EACH LEVEL. PRESS THE [SPACE BAR] TO LIFT DOOR. [SPACE BAR] AGAIN TO USE KIT.

NOTE: THIS WILL INCREASE HEALTH BY 25%

HEALTH CHAMBERS



FOUND SPARINGLY THROUGHOUT BASE. EXPERIMENTAL REVIVING CHAMBERS FOR NON-MORTAL WOUNDS. ENTER THROUGH DOOR THEN PRESS [SPACE BAR] TO ACTIVATE.

NOTE: CAN RESTORE UP TO 100% OF HEALTH DEPENDING ON ENERGY LEVEL REMAINING IN THE CHAMBER BEFORE USE.

ALIEN TRANSPORTER



FOUND ONLY ON THE ALIEN WORLD (LEVELS 31-40). THIS MOVES YOU TO THE OTHER CORRESPONDING TRANSPORTER LOCATED ON THE SAME LEVEL.

ADRENALINE BOOST



PURE ADRENALINE THAT WILL INCREASE YOUR HEALTH BY 300%.

INVULNERABILITY SPHERE



THIS ITEM WILL MAKE YOUR CHARACTER INVULNERABLE FOR A LIMITED AMOUNT OF TIME.

BODY ARMOR



PUTTING THIS ITEM ON WILL GIVE YOUR CHARACTER A 200% ARMOR RATING.

NOTE: CAN BE USED IN MULTIPLES

AMMUNITION BAYS



PLACED THROUGHOUT EACH LEVEL. CONTAINS AMMO FOR THE M-24 & M-343 IN 50 ROUND CLIPS.

NOTE: BAYS ONLY CONTAIN 1 CLIP BUT THERE ARE USUALLY MORE THAN ONE PER LEVEL.

AMMO PACK



CAN HOLD 500 ROUNDS OF ADDITIONAL AMMO (NOT INCLUDED) AND TWO MAY BE CARRIED.

CHARGE PACKS



THESE ENERGY PACKS RECHARGE ALIEN WEAPONS

VISOR BATTERY RECHARGE



THIS UNIT HOLDS A RECHARGED BATTERY FOR YOUR HELMET'S VISOR.

PROXIMITY MINES



THESE WILL CAUSE AN EXTREME AMOUNT OF DAMAGE TO ANYTHING IN THEIR AREA. ONCE THEY ARE PLACED, THEY WILL APPEAR ON YOUR PROXIMITY MAP AS A RED DOT UNTIL DESTROYED.

ALIEN INTRUDERS

AILOPROBE



THIS IS THE ALIENS STANDARD SENTRY. ITS MAIN PURPOSE IS TO INFORM OTHERS OF AN INTRUDERS PRESENCE.

RODEX



THESE LITTLE CREATURES ARE PURE HAVOC. THEY STAY IN PACKS AND ATTACK WITH SPEED. THEY CARRY SMALL WEAPONS SO THEY SHOULD NOT POSE TOO MUCH OF A PROBLEM.

BANDOR



THIS ALIEN IS A STANDARD CENTURION GUARD. THEY HAVE THE ABILITY TO MORPH INTO OTHER OBJECTS AND SURPRISE THEIR PREY AT CLOSE RANGE.

ANIMATED PROBE



THIS IS THE MOST EFFICIENT GUARD ROAMING THE LEVELS. IT RESPONDS QUICKLY TO ANY NOISE AND WILL FIRE RELENTLESSLY. SOME ARE PUT ON AMBUSH MODE AND WILL ATTACK IN FORCE FROM EVERY DIRECTION.

TTOCS



THIS ALIEN IS ONE STEP ABOVE THE OTHERS. IT HAS MORE EXPERIENCE AND WILL POSE A GREATER THREAT IF YOU ARE ARMED WITH THE M-24 ONLY.

OTREBOR



THIS IS A LOWER LEVEL TECHNICIAN, BUSY CHANGING THE HUMAN SURROUNDINGS INTO ITS OWN. THEY HAVE MORE FIRE POWER THAN MOST ALIENS.

TEBAZILE



THIS LEADER HAS THE ABILITY TO CHANGE INTO ANOTHER ALIEN ONCE HE SEEMS TO BE KILLED. BE VERY CAREFULL AND DON'T ASSUME ANYTHING.

TENAJ



THIS ALIEN IS THE MAIN TECHNICIAN THAT IS SETTING UP THE ATMOSPHERE CONVERSION. HE IS INTELLIGENT AND MOVES EXTREMELY FAST.

MECHANOID WARRIOR



THIS FORMIDABLE OPPONENT WREAKS HAVOC. HE CAN BE HEARD AND FELT FROM FAR AWAY. ONCE KILLED, HE MAY LEAVE HIS WEAPON BEHIND.

TYMOK



THIS IS A 100% PURE WARRIOR. HE IS ONE OF THE TOUGHEST AROUND. FIRE AND MOVE TO AVOID HIS DEADLY BLASTER. HE WILL FOLLOW YOU WHEREVER YOU GO. THIS IS WHERE YOUR MINES WILL COME IN HANDY.

SOLRAC



HE RESEMBLES A DEMON IN HIS ACTIONS AND APPEARANCE. HE FIRES BLASTS OF ENERGY FROM HIS EYES AND IT USUALLY TAKES AN ALIEN WEAPON TO KILL HIM.

ENIRAM



THIS CREATURE IS ONLY VISIBLE WHEN IT IS FIRING ITS WEAPON. THEY GENERALLY USE THEIR CLOAKING ABILITY TO SURPRISE THEIR PREY. ONLY THE INFRARED VISION OR THE PROXIMITY MAP WILL REVEAL THEIR PRESENCE.

SEMAJ



THIS ALIEN CAN BE DEADLY DUE TO ITS ABILITY TO BLEND INTO THE FLOOR. THEY ENJOY ATTACKING YOUR LEGS, WHILE OTHER ALIENS ARE KEEPING YOU BUSY.

EITAK



THESE CREATURES ARE AS DEADLY AS THEY ARE UGLY. THEY USUALLY WORK IN PACKS SO WATCH YOUR BACK.

TROUBLE SHOOTING

The following is a list of solutions to minor problems that might occur when trying to run Corridor 7.

PROBLEM: I've typed in **CORR7CD** and it will not run or start.

SOLUTION: You may not have enough free conventional memory. Run the **CHKDSK** command in DOS and make sure the '*BYTES FREE*' is at least 590,000. If it is not, make a floppy boot disk and try again (refer to your DOS manual for this procedure).

OR: You tried to run the program through the DOS icon in **WINDOWS**. This program was not designed to run through **WINDOWS** in any way.

OR: You may need to increase your **FILES** to 40 (located in your **CONFIG.SYS**) to allow for the save game slots.

PROBLEM: I cannot adjust the screen size to the full setting.

SOLUTION: You do not have enough conventional memory free to support the full screen size. Eliminate any **TSR** programs or create a **DOS** boot disk.

PROBLEM: The sounds are distorted or irregular.

SOLUTION: Type in the following command to start the game instead of **RUN** :

CORR7CD_NOEMS_NOXMS

(The **_** signifies a space)

PROBLEM: Game freezes after the initial screen.

SOLUTION: Are you using DOS 6.x with the Double Spacing feature (or any other program that compresses space)? This program **cannot** be compressed. Please put this game in the uncompressed portion of your hard drive.

PROBLEM: I have a sound card and the game sounds are distorted.

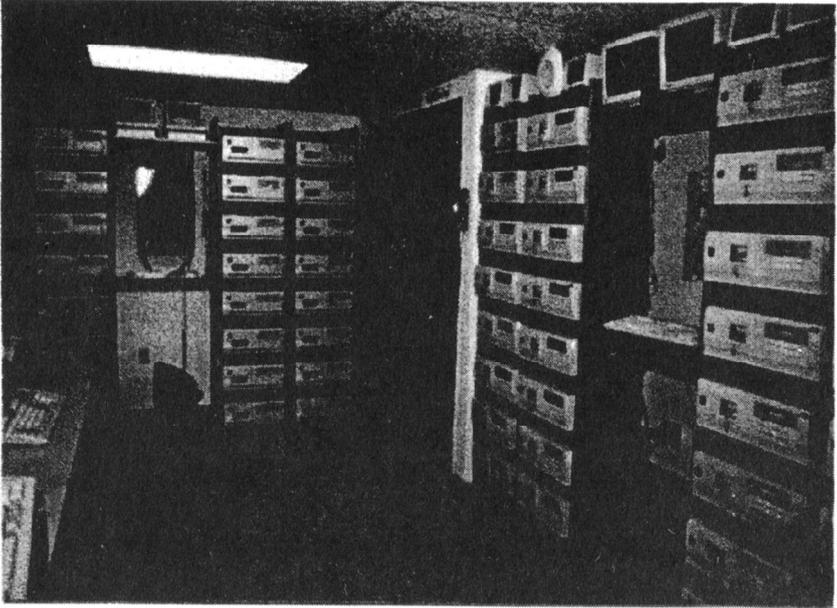
SOLUTION: The digitized sound effects will often be cut off mid-play if there is any type of interrupt conflict. The original default for Soundblaster cards was IRQ 7. The optimum performance is achieved at this setting. If using the Soundblaster emulation of Pro-Audio Spectrum card, make sure that the Pro-Audio Spectrum and Soundblaster interrupts are different.

If you get an error you do not understand and cannot solve, please write down the exact error and contact our Customer Service Department, Monday through Friday, between 9 a.m. and 6 p.m., Eastern Standard Time. Before you do, please make sure you're near your computer and that it's up and running.

Here is the address and phone number:

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