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**CLOCKWERX**  
Demo  
Read Me  
2/7/95  
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Please read and print this Read Me file for last-minute information about the *ClockWerx* demo for Windows.

System requirements, installation and loading

This demo of *ClockWerx* for Windows requires a 33MHz 80386 or faster computer, Windows 3.1, 4MB RAM, a 1.44 MB 3.5" floppy drive, a hard drive (with 2MB free), Super VGA graphics (640 x 480 x 256 colors) and a mouse. Windows 3.1 sound cards are supported.

To install the *ClockWerx* demo, choose "Run" from the Program Manager's File menu and type "**a:setup.**" To run the demo, click on the "ClockWerx Demo" icon in the ClockWerx program group. Game instructions are onscreen and under the Help menu.

No music

If you are not hearing any music in the *ClockWerx* demo, make sure that the MIDI Mapper is installed in the Control Panel. In addition, be sure that the MIDI Mapper is set to an FM device, not General MIDI. The music in the *ClockWerx* demo only plays on an FM device.

ATI Mach 32

If you have an ATI Mach 32 card, be sure that you have the latest ATI drivers for Windows. The latest version is 2.5 (dated January 1995). Otherwise, you may see some graphics glitches in the *ClockWerx* demo if you use older ATI Windows drivers (from 1992 or earlier).

16-bit (64,000-color) mode

*ClockWerx* may not run if Windows is in 16-bit (64,000-color) graphics mode. We recommend running Windows Setup and selecting a 256-color graphics mode before running this demo.

Game or music runs slowly

If the *ClockWerx* demo or the music is running slowly (especially after you change graphics resolutions in Windows), we suggest that you temporarily change your SYSTEM.INI file. Open your SYSTEM.INI file using a text editor such as Notepad. Look for the 386Enh section of SYSTEM.INI. Then find the line that reads "device=c:\windows\system\dva.386." Insert a semicolon [;] before this line to temporarily prevent it from loading. Edit this line only. Save the changes made to your SYSTEM.INI and restart Windows.

Controls for Player 2

If you are playing a two-player *ClockWerx* game and Player 2 has problems with the game controls, you need to turn on your NumLock key.