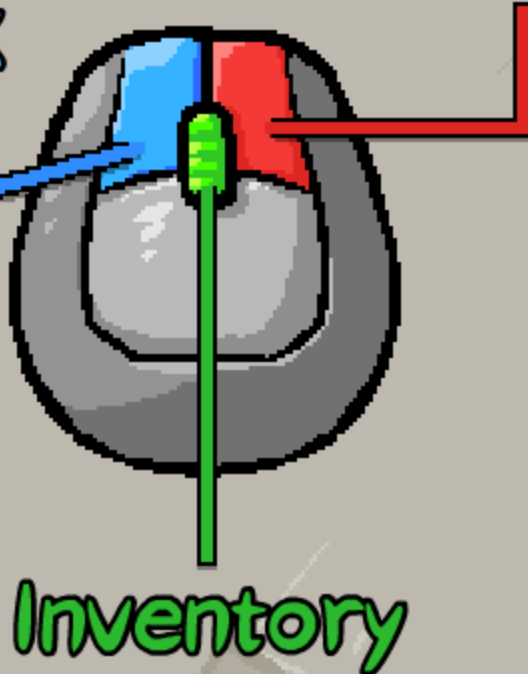


## Controls and cursors

Interact  
Walk

Cancel

double  
click to  
walk faster!



Nothing



Walkable area



Action available

Press and hold the left mouse button, when the cursor is yellow, to open the verb coin menu...

...Then release the left mouse button when the cursor hovers over one of the action icons!



Pause/Menu



Show dropped items





Look at...



Talk with someone

Take/use/operate  
(outside inventory)



Use/combine  
(inside inventory)



Drop item  
(inside inventory)



Special action  
(see what exactly  
it does yourself!)

## Verb coin action icons and interface



Your backpack  
(when available)



Current location  
mini-map, where:



Your  
position



Dropped  
items



The story so far...



Pause/menu



Show dropped items

# Configuration tool (winsetup.exe)

Driver select: Direct3D, OpenGL  
or software (recommended: OpenGL)

Advanced graphic options:

- \* *Vertical sync*

Forces vertical synchronisation, for the software driver only

- \* *Use 85 Hz display*

Eliminates/reduces flicker, but on CRT monitors only

- \* *Smooth scaled sprites*

Applies anti-aliasing to scaled characters. Off by default

- \* *Render sprites at screen resolution*

Reduces pixelation of characters on large resolutions. Off by default

Toggle to switch between  
fullscreen and windowed mode

Fullscreen and windowed  
scaling modes:

- \* *max-rounded multiplier*

Monitor resolution, keeps the  
pixel size ratio

- \* *stretched to fit screen*

Monitor resolution, but  
without keeping the aspect  
ratio, or the pixel size ratio

- \* *stretched to fit screen  
(preserve aspect ratio)*

Monitor resolution, keeps the  
aspect ratio, but stretches the  
pixel size

- \* *x2*

Runs the game in a 1280x960  
resolution, default setting

The screenshot shows the 'Zniw Adventure Setup' window. It has several sections: 'Graphics settings' with 'Native game resolution' (640 x 480 x 32), 'Driver' (OpenGL), 'Start in a windowed mode' (checked), 'Mode' (1280 x 960), 'Fullscreen scale' (Max round multiplier), 'Windowed scale' (Max round multiplier), and 'Scaling method' (Nearest-neighbour); 'Gameplay settings' with 'Game language' (Game Default); 'Graphics options' with checkboxes for 'Vertical sync', 'Use 85 Hz display (CRT monitors only)', 'Smooth scaled sprites', and 'Render sprites at screen resolution'; 'Sound options' with 'Digital Sound' and 'MIDI music' (both Default device (auto)), and checkboxes for 'Enable threaded audio' and 'Use voice pack if available'; 'Mouse options' with 'Auto lock to window' (unchecked) and 'Mouse speed' (x 1.0 (Default)) with a slider; 'Sprite cache' with 'Maximum size' (384 MB); and a 'Custom game saves path' section with a text box and a browse button. At the bottom are 'Save', 'Save and Run', and 'Cancel' buttons. Annotations with arrows point to various elements: 'Toggle to switch between fullscreen and windowed mode' points to the 'Start in a windowed mode' checkbox; 'Driver select: Direct3D, OpenGL or software (recommended: OpenGL)' points to the 'Driver' dropdown; 'Advanced graphic options:' points to the 'Graphics options' section; 'Select the digital audio device here! Don't worry about MIDI, it's not used in this game!' points to the 'Digital Sound' dropdown; 'Toggle this box if you experience any audio problems' points to the 'Enable threaded audio' checkbox; 'This slider lets you adjust your mouse cursor speed in game' points to the 'Mouse speed' slider; and 'Sets how much of memory will be used for the graphic data, default is 384 MB.' points to the 'Maximum size' dropdown.

Game scaling algorithm:

- \* *nearest-neighbour*

Binary filter, without any additional operations, default and recommended setting

- \* *linear interpolation*

All pixels are scaled, and blurred a little bit, to appear better on large resolutions, especially when the aspect/pixel size ratio is not kept

Select the digital audio  
device here! Don't  
worry about MIDI, it's  
not used in this game!

Toggle this box if you  
experience any audio  
problems

This slider lets you  
adjust your mouse  
cursor speed in game

Sets how much of  
memory will be used  
for the graphic data,  
default is 384 MB.

# Frequently asked questions

**Q:** *The game has a noticeable slowdown/stutter in random places, or while the GUI elements are displayed.*

**A:**

- \* Make sure your PC meets the hardware requirements.
- \* Increase the sprite cache size, preferably to 384/512 MB (see page 3). It should help in most cases, but don't increase it too much, if you don't have enough free memory.
- \* If you're running the game on a dual-GPU notebook (like Intel HD & nVidia/ATI card combo), be sure to run Zniw Adventure on the high performance GPU (nVidia/ATI). Also, be sure to play it on an either balanced or high-performance power plan, as sometimes it may force the applications to run on the power-saving GPU, or throttle the CPU.
- \* If you're running the game on an older/power saving hard drive, you can try either disabling the power saving features, or use a third party utility, such as KeepAliveHD, to prevent it from spinning down and entering power saving mode.
- \* Avoid having lots of things opened in the background, that may gobble system resources, while running the game.

**Q:** *The game shows an "Unable to change datafile: file not found [file name]" error after the opening movie, and quits.*

**A:** You probably have some non-standard ASCII characters in the game's path (like cyrillic or greek alphabet etc.), which are breaking the engine's file parser. Please install the game to a location without such ASCII characters, like c:\zniw adventure, and try again.

**Q:** *After selecting the language, and watching the opening movie, the game displays an audio hardware initialization error and quits.*

**Q:** *The game shows a "failed to init digital sound driver" prompt before launching, and crashes/quits.*

**A:** Run the configuration tool and select an appropriate digital audio device (see page 3) and try running the game again. If you don't see any options in the Digital Sound droplist, make sure you have installed, up-to-date and working drivers for your audio card and DirectX 9 (or better) package. Also, make sure Windows Media Player is not running in the background.

**Q:** *The game shows a "failed to init MIDI music driver" prompt before launching, and crashes/quits.*

**A:** Disable the MIDI device in the configuration tool (select "No music" in the MIDI music dropdown menu, see page 3), and try running the game again.

**Q:** *Trying to run the game in fullscreen mode results in a black screen.*

**A:** Change the full screen scale to a different mode, as your monitor/graphic card might not support the selected method (see page 3). Also, if you're running the game on a multi-monitor setup, be sure to use the primary one (or switch to windowed mode).