



**ROMWARE**

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ASSEMBLY '95  
the greatest computer party in the world



eRAVE 1

DEMOS-MUSIC-GRAPHICS

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## Opening words

You are right now holding in your hands a CD-ROM that will change your computer into a living silicon art gallery. Hours of the latest computer art and entertainment has been assembled into this CD-ROM.

"Silicon art, multimedia demonstrations, demos, ..." whatever the name you give these productions, we guarantee that you will more than be thrilled to watch these amazing shows of talent and dedication. Keep in mind that the average author is an only 16-18 years old teenager with a home computer! Still these young wizards manage to time after time surpass many computer professionals.

ASSEMBLY '95 was the largest computer party ever and the quality and the number of the works released there is extraordinary. More than 300 music pieces, over 100 demos and intros and so on and so on. Also included is a unique documentary of ASSEMBLY '95: a professional 30 minute long video ready to run from the graphical user interface!

Thank you for purchasing the ASSEMBLY '95 CD-ROM and get ready for new and exciting productions by ASSEMBLY Organizing!

*Markus Kantonen*  
president, Assembly Organizing

THIS CD HAS BEEN VERIFIED TO BE 100%  
VIRUSFREE WITH THE F-PROT VIRUSSCANNER

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# eneral information

## About this manual

This manual describes the GUI and gives some background information about demos and how to optimize your computer to run them. You can also find information about other important features of the CD-ROM.

There are few different types of text in this manual. Aside from normal text style text can be printed in *ITALIC* which implies a key or command entered inside the GUI (for example, *F1* means that function key 1 (in the top left corner of your keyboard)) and *ITALIC+BOLD* implies a command typed at the DOS prompt (for example, "**PCGUI**" means that you would type PCGUI on your DOS prompt and press enter).

This manual assumes that you are familiar with installing the CD-ROM disk to your CD-ROM drive, running normal DOS applications from the DOS prompt and using the mouse and the keyboard. For advanced options such as optimizing your system for demos you should be familiar with the use of text file editors to edit your AUTOEXEC.BAT and CONFIG.SYS.

## About this CD-ROM

The CD-ROM comes with an easy to use Graphical User Interface (GUI). It is a full featured CD-ROM browser: you can execute any production on the CD-ROM with it! The GUI can be operated with mouse (preferred choice) or with keyboard. For optimal use we recommend that you use mouse to control the GUI - in fact there is hardly ever need to use the keyboard!

The GUI has also an online help system that can be accessed at any time. You should be able to find all necessary information inside the online help system.

The GUI operates in the 640x480x256c SVGA mode. If your SVGA card doesn't support the VESA interface you should use the UNIVESA driver program to emulate the VESA interface. UNIVESA can be found in many shareware libraries.

# etting started

## Before entering the GUI

There are a few steps to take before you can run the GUI:

- load the CD-ROM drive device drivers
- insert the CD-ROM disk to the CD-ROM drive
- load the mouse driver (optional)
- quit from any multitasking or task switching environments (such as MS Windows, Desqview etc)

The first two steps will make sure that you have are correctly set up the CD-ROM drive and have the CD-ROM disk in the drive. If you wish to use the mouse to control the GUI you have to load the mouse driver (look into your mouse documentation for more information).

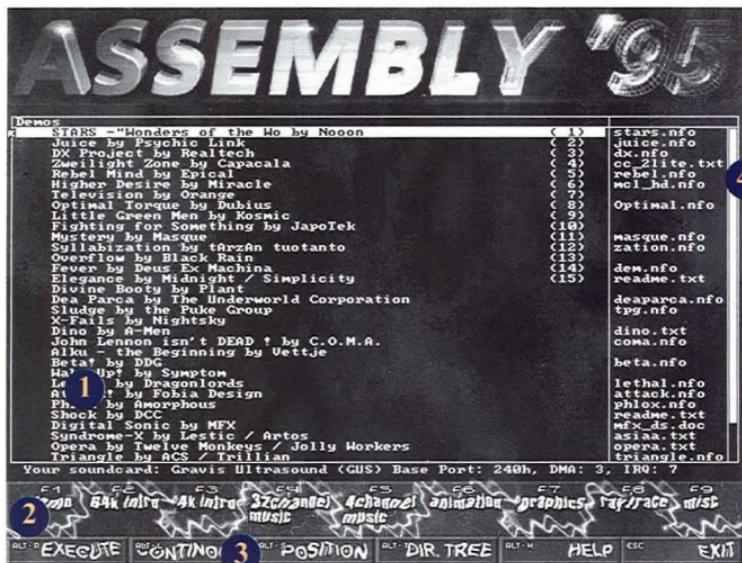
Please note that although the GUI might work under a multitasking or task switching environment that demonstrations most probably will not.

## Starting up the GUI

Change to your CD-ROM drive. For example, if your CD-ROM drive is set up as drive H:, type on the DOS prompt: "**H:**" (without the quotes) followed by a return.

To start the GUI,

type on the DOS prompt: "**start**" followed by a return.



The screen displayed above is the help screen, which is displayed whenever you activate the help.

As you can see from above, the GUI screen is divided into several different sections. The two main sections are the text block and the two selection bars. These are two main sections where you can interact with the GUI.

The GUI has been organized into menus, one for each competition, so there is a menu for the PC demo competition, the graphics competition and so forth. All PC demos, PC intros, pictures and modules (4 channel and 32 channel) are executable from within the GUI, all you need to do is to click on them with your mouse!

## Parts of the screen

- 1 This part of the screen is where most of the interaction and information to you, the user, will take place. This part of the screen is used both for displaying information and help texts and for presenting you with the menus from which to choose the production to be executed, installed or viewed. The text displayed at the moment is the online help manual. For more information, refer to page 6.
- 2 The menu bar below contains icons on which you click (or alternatively press the appropriate function key displayed near the name of the menu) with your left mouse button and by so doing move between the menus. For more information, refer to the page 6.
- 3 The option bar in the bottom of the screen provides you with many ways to configure the functions of the GUI. For more information, refer to page 11.
- 4 On the right side of the screen you can see a white scroll bar. With it you can scroll the information up and down. For more information, refer to the page 7.

## Abbreviations

The following abbreviations will be used:

GUI	Graphical User Interface
ESC	Escape key
ALT-"KEY"	Press and hold the <i>ALT</i> key while pressing "KEY", for example <i>ALT-C</i> would mean that while holding the <i>ALT</i> key down you should press the <i>C</i> key and then release the both keys.

If not noted otherwise the following keys will substitute the mouse buttons if you are using a keyboard:

Right mouse button	<i>Space bar</i> -key
Left mouse button	<i>Enter</i> key

# Using the GUI

The GUI is so easy to use that you only need to master a few things: moving between the menus, executing productions, and using the option bar.

## Moving between menus

Moving between menus is easy, just click on the menu bar on the appropriate icon. To do this, move the mouse cursor to the icon you wish to activate and then press your left mouse button. No matter where you are or what you are doing (assuming you are still within the GUI, and not executing a demo or a intro) you can always click on the menu bar to switch between menus.

If you are using a keyboard you can move between the menus by pressing your function keys. If you look on the menu bar you will see that next to the name of the menu a function key is displayed. For example, if you look at the "DEMOS" icon, you will see that "F1" is displayed near the text "DEMOS". This key is the function key you need to press if you wish to switch to the "DEMOS" menu. Below you can see a list of the function keys available:

<u>Function key</u>	<u>Menu</u>	<u>Function key</u>	<u>Menu</u>
F1	Demos	F6	Animations
F2	64k intros	F7	Graphics
F3	4k intros	F8	Raytrace
F4	4 channel modules	F9	Misc
F5	32 channel modules		



The menubar. You can move between menus by clicking on the appropriate icon with your left mouse button or pressing the appropriate function key.

## Moving inside menus

Wherever you are in the GUI you can always see a scroll bar just off the right end of the screen. The white block is the actual scroll bar. By dragging (click-and-hold and while holding moving the mouse) the scroll bar you can scroll the text on this part of the screen up and down. You can also accomplish a similar feature by clicking on the scroll bar area outside the white bar.

If you are using the keyboard, you can move up and down by using your cursor keys: the up and down arrow keys will move the selection bar up and down one line at a time and by pressing PgUp and PgDown keys you can scroll up and down one page at a time.

To move between columns in the menu, you can use the left and right arrow keys. For example, to move from the selection column to the information file column (the one displayed on the right), either move your mouse cursor to the right column or press your right arrow key.

```
stars.nfo
juice.nfo
dx.nfo
cc_2lite.txt
rebel.nfo
mcl_hd.nfo

Optimal.nfo

masque.nfo
zation.nfo

dem.nfo
readme.txt
```

The scroll bar is the white square block on the right.

## The Miscallenuous menu

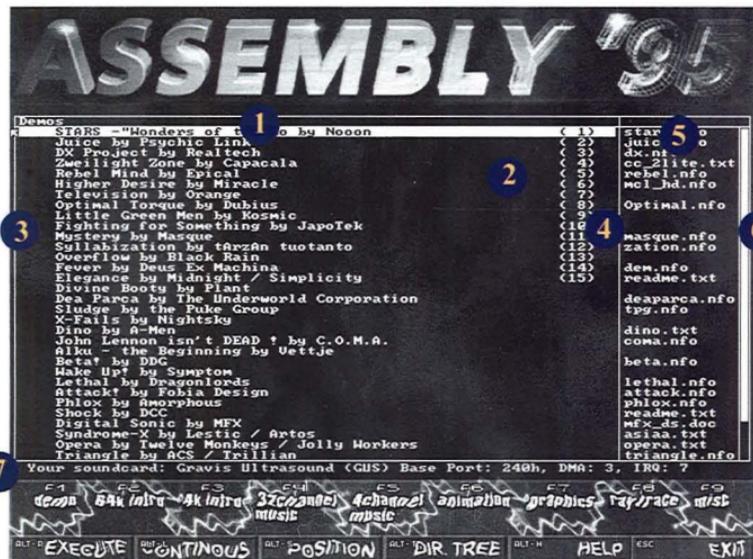
The menu behind the MISC button includes miscallenuous files: pictures, movies from ASSEMBLY '95 events and other programs related to ASSEMBLY '95. You can execute these files as easily as other productions. To watch a movie grab just use the familiar commands (clicking with your left or right mouse button, or use the keyboard).

The movie viewer requires a VESA compatible SVGA card and the card should support the 320x200x65536 color mode for best possible output. If your graphics card is not VESA compatible you can use the UNIVESA which provides a VESA interface for a variety of graphics card. You find the UNIVESA in many shareware libraries. If your graphics card doesn't support the 320x200x65536 color mode, the animations will be played in 320x200x256 color mode.

# Executing productions

When you have moved to a menu (see page 6) you will be presented with a display with two columns. The column on the left displays the names and the authors of the productions and their placement in the ASSEMBLY '95 competitions. The column on the right displays the names of the information files for the corresponding (i.e. the production on the same line) productions. If a line is blank on this column it means that there is no information file for this particular work. Just off the right end of the screen you can see the scroll bar (see page 7 for more details).

This screen is where you can choose which production(s) to run, read information about them and if you wish also to install them on your own hard disk.



## Running productions

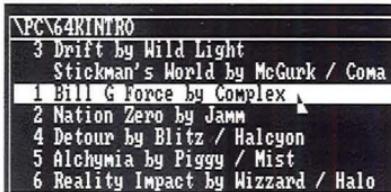
By clicking with your left mouse button (or the enter key) on a production (the currently selected one is the one marked in a white bar and under the mouse cursor, the one marked with 1) you will activate the production. Depending on the type of the production different actions will take place. If you are clicking on a demo or a intro the GUI will exit to DOS and run the selected production and after the production finishes you will be returned to GUI. If you are clicking on a picture the selected picture will be displayed on your screen. If you are clicking on a 4 or 32 channel music tune the music player will be activated to play the selected tune.

- 1 This is the selection column. You can select the productions to be executed here and launch them. See above for more information.
- 2 This is the selection bar. It denotes the production that is currently selected. If you press the left mouse button the production will be run, or if you press the right mouse button the production will be "tagged". For more information, refer to page 10.
- 3 Here you can see the "tags". The number indicates the position of the production in the tag queue. For more information, refer to page 10.
- 4 Here you can see the placement of the production in ASSEMBLY '95 competitions. For example, (9) means that the production came 9th in the competition.
- 5 This is the information column. If there are filenames listed, you can click on them with your left mouse button to view more information about the productions. For more information, refer to page 10.
- 6 This is the scroll bar, with which you can scroll up and down the menu. For more information, refer to page 7.
- 7 Here you can see which sound card (and with which settings the card is used) the GUI has found in your system.

## "Tagging" productions

By clicking with your right mouse button (or the space bar-key) on a production you will "tag" (i.e. select) the production. You can tag as many productions as you wish from as many different menus as you wish. Once you press your left mouse button (or the enter key) on any production, all of the "tagged" (i.e. selected) productions will be run. The number to the left of the name of the production indicates the position of this particular production. So, if a production has the number 42 to the left of it this production will be the 42th production executed.

If you have selected multiple productions for execution (by tagging them) you can exit before reaching the last of the productions by pressing ESC. If you are watching demos, intros or listening to music, you will be presented with a three second pause between these productions and if you press ESC during this pause you will return to the GUI. If you are watching graphics you can press the ESC (in order to return to the GUI) any time you wish.



"Tags". To tag a production click with your right mouse button on the production.

## Viewing an information file

The column on the right displays the names of information files for productions. Some lines usually are blank on this column because not all of the productions come with information files.

You can view an information file by clicking with your left mouse button on the name of the information file. This opens up a view which is similar to help file display. Similarly, you can scroll up and down on this column (see page 9 for details) and once you wish to return from the information file you can either press your right mouse button or if you are using a keyboard, you can press ESC. You can also exit from the information file by moving to a menu (see page 6).

## Using the option bar

The option bar allows you to modify the way the regular operations of the GUI work and look. It controls for example how the list of the productions are sorted, looping etc.

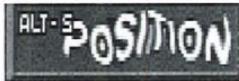
There are two kinds of icons on the option bar. The first kind is a basic on/off switch (for example the "continuous" switch) and the other kind is the multivalued switch (for example the sort order switch).

The multivalued switches have two or three different possible states. They are linked so that if you click on a multivalued switch when it is in its "last" state the switch will move to the "first" state. So if you press a multivalued switch (that has 2 states) twice you will get back to the state you were when you first clicked on it.

All of the switches have a hot key which performs the same function as pressing the left mouse button on the switch. For example, the "continuous" switch's hot key is ALT-L. So, to turn the "continuous" switch ON you would first press and hold the ALT key and then while holding press L and then release the both of the keys.

If the basic switch is active it will appear darker than usually. To turn the switch off, you can either click on it with your left mouse button or press again the hot key for the appropriate switch.

If the basic switch invokes a new screen (like the help screen) or a mode (like the "dir/ Tree" mode) you can return from that mode or screen by pressing the right mouse button or the ESC key again.



A switch (the hotkey is displayed in top left corner)



The option bar. To change a value of the switch, click on it with your left mouse button or press the appropriate hotkey.

## Continuous switch



The loop switch controls the looping of the productions. The default setting is off. The hot key for the "continuous" switch is ALT-L (see page 11).

When you press the "continuous" switch down (by clicking on it with your left mouse button or by pressing ALT-L, the button will look as it would have actually been pushed down. When the button looks like this, i.e. the loop mode is on, the productions will loop.

For example, if you have selected 10 pictures to be viewed and you have the "continuous" switch on, the following will happen: The 10 pictures will be presented; normally and as usually an intermediate screen will be displayed between the productions (this screen contains information about the name and the author of the next production). You can exit from the loop by pressing ESC while in the intermediate screen.

To exit from the loop, press the ESC-key. To turn the loop switch off, either press ALT-L again or click on the switch with your left mouse button.

## Sort order switch



The sort order switch controls how the production list is sorted. The hot key for the sort switch is ALT-S. This is a multivalued switch.

There are three different kinds of sort orders available; by name of the production, by name of the author or by the placement of the production in the ASSEMBLY '95 competitions. The productions are sorted in ascending order. The default setting is by the placement in the competitions.

You can switch between different "sortings" by clicking with your left mouse button (or by pressing ALT-S) on the switch.

## Execute / Copy switch



This switch controls the action which takes place when you press the left mouse button on a production. The possible values are "execute" (default setting) and "copy". If the switch is in the Execute mode the production(s) tagged will be executed when you click on them with the left

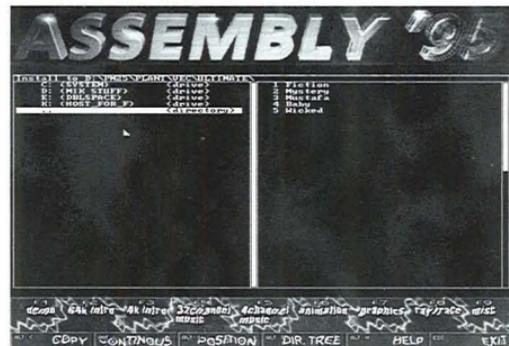
mouse button. If the switch is in the "copy" mode, the production on which you clicked is going to be installed or if you have "tagged" multiple files those are going to be installed. The hot key for the "execute / copy" switch is ALT-R. This is a multivalued switch.

After pressing your left mouse button (or the enter key), you will be presented with a similar view to the one which pops up when you press the tree switch (for more information see page 14). The difference is that on the column on the right a list of the productions to be installed is presented (instead of the list of the files in the directory selected, which is presented when in normal "dir. tree" mode). Please see page 14 for more details.

Once you have reached the target directory (where you would like the production to be installed) press the space bar-key to begin the installation. The "tagged" productions (displayed on the right column) will be installed to the directory you currently are in. You can also use your keyboard: you can enter a path on your keyboard (for example you can type "c:\fun\ demos" -without the quotes). After you have entered the path you can either press the space bar-key or the enter key. If you press the space bar-key, the productions will be installed to the path you entered. If the path you entered does not exist the GUI will ask you if you wish to create the directory so that the productions can be installed. If you press the enter key after entering the path the GUI will try to change to the directory you specified with the path. If it does not exist, an error message will appear.

If you are unsure in which directory you currently are, you can see it just above the borders of the installation column.

If you wish to exit from the installation, you can press the right mouse button (or the ESC key).



The tree mode view. To move between directories click with left mouse button on the directory name.

The "dir. tree" switch allows you to switch to the tree mode where you can browse any directory on the CD-ROM or on your own hard disk. The hot key for the "dir. tree" switch is ALT-T.

The screen is divided into two columns, the directory column and the file column. The directory column contains the names of the directories below this directory and the link to the parent directory (denoted by ".." similarly as in DOS). Also it contains the hard disk drive symbols ("C:", "D:" etc). The file column contains the filenames of the files located in this directory.

Just above the top left corner of the installation column you can see the current path (for example "c:\fun\demos").

The directory column is where you can move between directories and between hard disk drives and the CD-ROM drive. All you need to do is to click with your left mouse button (or with the enter key) on the name of the directory (or the drive) you wish to change to. For example, if you wish to go upward on the directory tree (to the parent directory of the current directory) click on the ".." symbol.

The file column is where you can run executable programs, view pictures (of common graphics formats) and listen to modules (of common formats). Once again, all you need to do is to click with your left mouse button (or with you enter key) on the production you wish to activate. For example if there is a file called "PICTURE.LBM" (LBM is a common graphics format) on the current directory you can click on it and the GUI will display the picture immediately on the screen. Note that the GUI only can execute files whose format it knows. You can see the list of known formats below.

If you wish to exit from the "dir. tree" mode, you can press the right mouse button (or the ESC key).

#### Known formats

EXE, COM, BAT

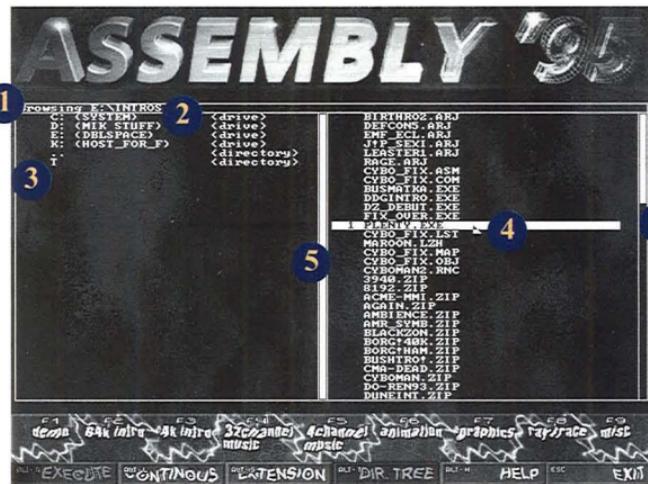
LBM

MOD, S3M, ULT, MTM

program files

graphics

modules



- 1 Here you can see the directory where you currently are. You can also enter the directory you wish to browse here by typing the complete path and then pressing ENTER.
- 2 The available drives are listed here. To change to another drive, click on the appropriate drive name.
- 3 The subdirectories in the current directory are listed here. To change to another directory click on that directory name.
- 4 The files in the current directory are listed here. To activate a file, click on it. Note that the file can only be executed if the GUI recognizes the format which the file uses.
- 5 Here is the directory scroll bar. If there are more directories than fit on one page, you can scroll up and down the list by using this scroll bar.
- 6 Here is the file scroll bar. If there are more files than fit on one page, you can scroll up and down the list by using this scroll bar.

## Help switch



The help switch activates this online manual. The hot key for the help switch is ALT-H.

The online manual is a comprehensive manual on operating the GUI and contains all necessary information for operating the ASSEMBLY '95 CD-ROM.

## Exit switch



The exit switch is a multivalued switch. By pressing twice on it, you can exit from the GUI back to DOS. The hot key for the exit switch is ESC (but it is only accessible when you are using a normal menu).

## Compatibility problems

You should understand that in search for even faster routines and more flashy effects compatibility is the issue that is sometimes sacrificed. Most of the demogroups today go to great lengths in order to make their demos as compatible with as many machines as possible. Still many demos have problems when run on some specific machine, or a machine with some specific setting.

If you have problems with some demo, you should contact its authors directly because Assembly Organizing Inc. can't answer this kind of questions. Also the authors of the demos usually can tell you if there is patch or fix for the program available to correct the problem you are experiencing.

## PC problems

If you run into problems with any demo, here are some hints you can try out (these hints are appropriate only for PC compatibles):

- try using EMM386 instead of other expanded memory managers (like QEMM, 386MAX)
- remove all unnecessary drivers (mouse, CD-ROM, network, country settings etc) from CONFIG.SYS and AUTOEXEC.BAT

- try removing unnecessary cards (network cards, scsi cards)
- try running the demo without sound
- try running the productions from your hard disk
- try different combinations of the above

If your graphics card does not support the VESA standard directly (on-board) you should load your VESA driver before running the PC GUI because the displayer for the pictures uses the standard VESA mode 640x480x256c.

The CD-ROM drives with ATID interface have problems with the animation player because the ATID reserves processor time while transferring data. The only way to correct this problem is to copy the animations to your hard disk and view them from there.

Remember, the best configuration for your machine for running demos can only be found by experimenting with different kinds of configurations.

## Amiga problems

Most of the productions for Amiga require the new AGA chip - so in order to run these productions you have to have an A1200 or some other Amiga that has the chip. So the old A500 is unfortunately not good enough anymore to run these productions.

Also some problems may occur if you don't have enough memory to run the production. Most of the productions are intelligent enough to tell you that they don't find enough memory, but some don't. Almost all of the productions will run just fine with only 2MB of chip memory. If you have a standard Amiga with 2 MB of memory, some demos and intros require that you skip the start up sequence in order to save as much memory as possible.

If the program doesn't work directly from the CD-ROM, you should try to copy it to disks and run it again from there, as some programs simply won't work directly from the CD-ROM.

## D-ROM competition

Hey! We need **you** and your opinion!

Although ASSEMBLY '95 is over, the competitions still go on! At the partyplace the party attendees decided which productions won - **now** it's your chance to express your opinion! You can vote for the best production of every category and win great prizes!

From each sold CD-ROM one US dollar is added to the competition prize pool and you get to decide who will win! You can vote for the best PC and Amiga demo and intro, for the best graphics picture as well as multi- and 4 channel tune.

The voting is easy! All you need to do is to fill in the voting card that came along with the box and send it back. By submitting your vote you will be eligible for the voters prize draw, which will be held 1.7.96. One lucky voter will win a free trip to ASSEMBLY '96 (of course in Helsinki, again)! Remember to include your contact information! Public announcement of the results of the voting will of course be announced in all major demoscene forums, such as the Internet newsgroup comp.sys.ibm.pc.demos.

Your voting sheet has to arrive by close of the office hour 1.7.96 at Assembly Organizing Inc, so please send your sheet early to be eligible for the prize draw. All votes arriving after 1.7.96 will not be counted nor do they attend the prize draw.

Below you can see how the prize money will be distributed between the TOP 3 productions in every category:

<u>Demos</u>	<u>Intros and animations</u>	<u>4k intros / all modules / all graphics</u>
1) 11%	1) 5%	1) 2%
2) 7%	2) 3.5%	2) 1.5%
3) 5%	3) 2.5%	3) 0.7%

Now is your chance to tell everybody your opinion about the best productions from ASSEMBLY '95. Remember that you can't win if you don't vote!

## The Cubic Player

The Cubic Player (CP) is the music-player that will pop up when you select a tune from the GUI either in the 4 channel or 32 channel -menu.

It is a fast 32-bit DOS program supporting the Gravis UltraSound, Gravis UltraSoundMAX, Gravis UltraSound/Daughterboard, Windows SoundSystem, ProAudioSpectrum Series, Soundblaster, -Pro, -16, -AWE 32 and all clones of these sound cards. Furthermore, it can play CD-AUDIO tracks.

When you start playing a song, you will enter the Oscilloscope-Mode. Other very nice modes can be easily accessed by pressing the appropriate hotkey. These look very good:

**N** For Notedots

**G** For Graphical Spectrum Analyser

**X** for eXtended Mode

**W** for Animationmode

Furthermore, you can improve the playback-quality by pressing BACKSPACE once or twice. At any place, you can press F1 or H for detailed onlinehelp; also, an extensive documentation is supplied along with CP. The file name is CP.DOC.

### **NOTE:**

If you would like to improve the loading-speed of CP, do the following: Create a sub-directory on your harddisk (i.e. C:\CP), and copy the Cubic Player into that directory. In your AUTOEXEC.BAT, add the following:

```
SET CPEXE=C:\CP\
```

```
SET DOS4G=C:\CP\
```

Now the player is being loaded from your hard disk instead of from your ASSEMBLY '95 CD-ROM.

## Credits for the ASSEMBLY'95 CD-ROM

---

Producer and Director:	Markus 'Moku' Kantonen
Assistant producer and manual:	Jussi 'Abyss' Laakkonen
PC GUI coder:	Mikko 'Mik' Sairio / Plant
Amiga GUI coder and MPEG-player:	Juha 'Skull' Lainema/Virtual Dreams
Graphics:	Matti 'Kerberos' Hänninen/Virtual Dreams
PC music player:	Niklas 'Pascal' Beisert/Cubic Team
Amiga music player:	K-P 'Hippo' Koljonen
Interviews:	Juha Vanhanen / Antifilm
ASSEMBLY '95, the Movie	Frederik Liikanen

## Credits for ASSEMBLY'95

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Main Organizers:	Pekka 'Pehu' Aakko, Markus 'Moku' Kantonen & Jussi 'Abyss' Laakkonen
PC Competitions:	Jarkko 'Jake' Heinonen & Markus 'Henchman' Mäki / Future Crew
Amiga Competitions:	Jyrki 'Nose' Saarinen & 'Mac' / Stellar
Music Competitions:	Jaakko 'Mellow D' Manninen / FM & Mikko 'Yolk' Karvonen / Parallax
Graphics Competitions:	Matti 'Kerberos' Hänninen / Virtual Dreams
Outdoor Competitions:	Jan 'Storm' Henriksen / Movement
Information:	John 'Meegosh' Kavaleff / Movement & Elina
Graphics:	Sami 'Reward' Vanhatalo / Complex
Invitation intro:	Jani 'Saint' Matsson / EMF & Peter ' Skaven' Hajba / Future Crew

Special thanks for helping us to get ASSEMBLY '95 through: Island of Reil/Hornet, Jcab and Jare of Iguana, Avatar of Legend Design, Hook + Doj + Pascal + all the others from Cubic Team, EMF, Future Crew, Joanna Kantonen, Eeva Hottinen and all the visitors of ASSEMBLY '95.

ASSEMBLY '95 was sponsored by: IBM OS/2, Romware, ZyXEL telecommunications, Epic MegaGames, Creative Labs, Foley Hi-tech, Kiss FM, Toptronics and Tuturi

CD-ROM Competition  
Assembly Organizing  
PL 27  
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Finland  
Europe

# ASSEMBLY'95

## CD-ROM COMPO VOTING CARD

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### PC

DEMO

64K INTRO

4K INTRO

### GFX

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RAYTRACE

### AMIGA

DEMO

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ASSEMBLY '95

# eRAVE 1

CD-ROM

COMPACT  
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ASSEMBLY '95

# eRAVE 1

CD-ROM

This multimedia CD-ROM is full of incredible animations, music, demos, graphics, and movies. They are gathered from the qualified products published in the greatest computer gathering in the world, ASSEMBLY '95. Get yourself over 20 hours of continuous multimedia entertainment!

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System requirements differ from product to product. To start the menu you need a 486 PC or higher, CD-ROM drive, VESA compatible VGA card, sound card, MS-DOS 5.0 or higher or an Amiga. See booklet for details.

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