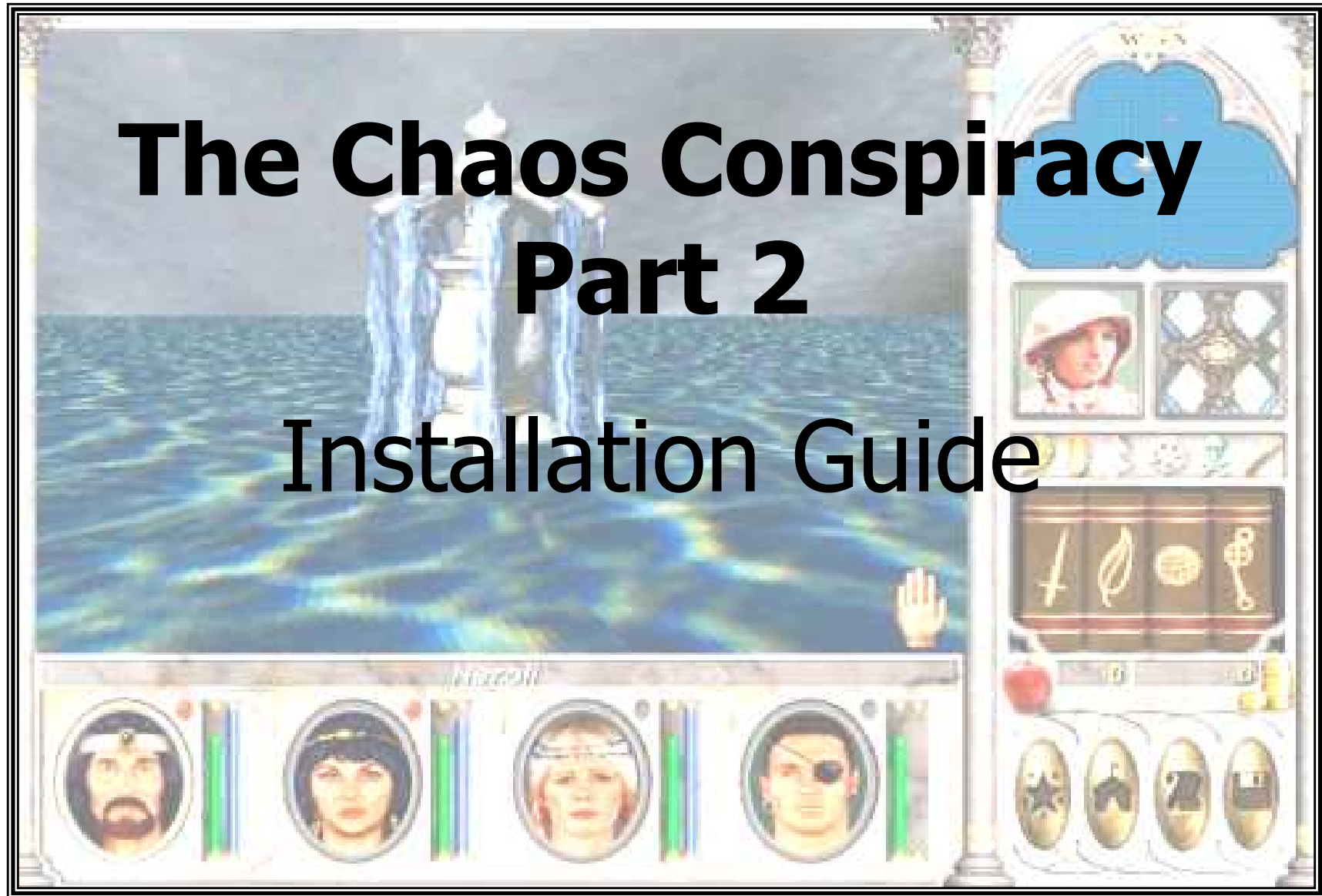# The Chaos Conspiracy Part 2

Installation Guide

Announcement.

The *TCC Development Group* and *Big Daddy Jim* are proud to announce the release of **The Chaos Conspiracy, Part 2**. The files are available for download at this site.

About the Game.

TCC Part 2 is not your standard RPG-adventure game, nor is it your conventional MM game. Rather it is a game of *Discovery* and of *Exploration*. In **TCC Part 2**, you will enter a world unknown and uncivilized: no maps, no villages, no towns; only Creation in its rawest of forms. A single quest drives you onward through this land, as you gather clues from nature and progress towards the end. Your only guide will be your journal of notes, and your only chance of survival will be your wits, your might, and your magic.

Welcome!

Welcome to **The Chaos Conspiracy Part 2!** This installation Guide will provide you with the sequence required to get you 'up and running' in **TCC Part 2**.
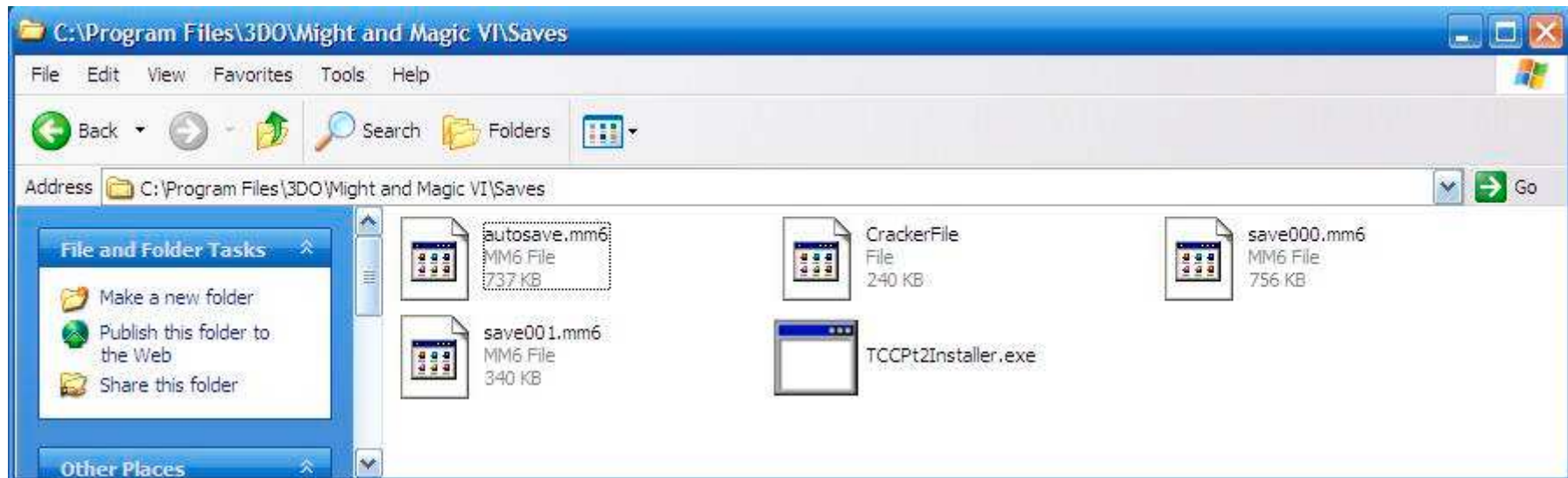
Requirements.

In order to install **TCC Part 2**, you must have completed **TCC Part 1** and have the 'game-end' saved in the *first* SAVED Game slot (save000.mm6). Your SAVED Game must be in the original MM6 saved game format. If you have modified this format in any way using editors or cheat programs, the installation *may* fail.
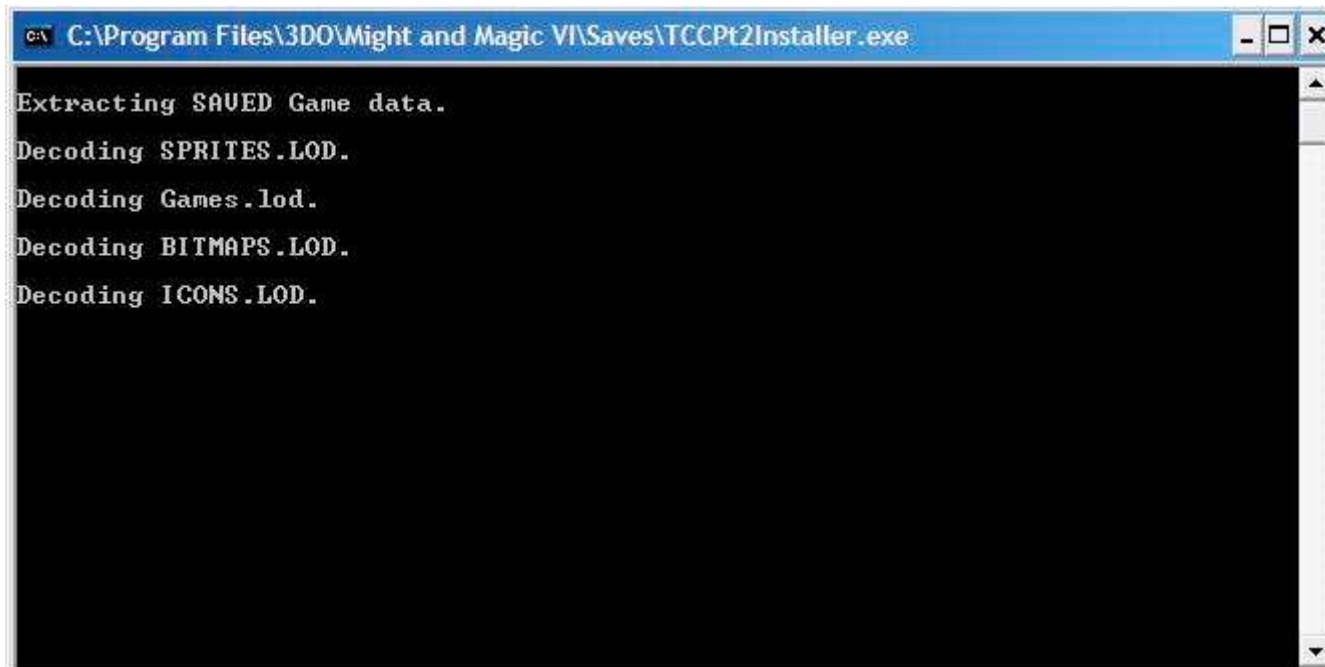
Installation Procedure

1. Download and UnZIPP all files.

1. Place the unZIPPed folders DATA.TCCPt2 and SOUNDS.TCCPt2 into the MM6 install directory.

2. Place the two files from the UnZIPPed IntoSaves folder (*CrackerFile* and *TCCPt2Installer.exe*) into the Saves folder of the install directory.

3. See the photos on the next page to validate you placement.

4. If you decide to install the new End-Game video, see the file *End-Game Video.txt* in the folder *End-Game Video*.
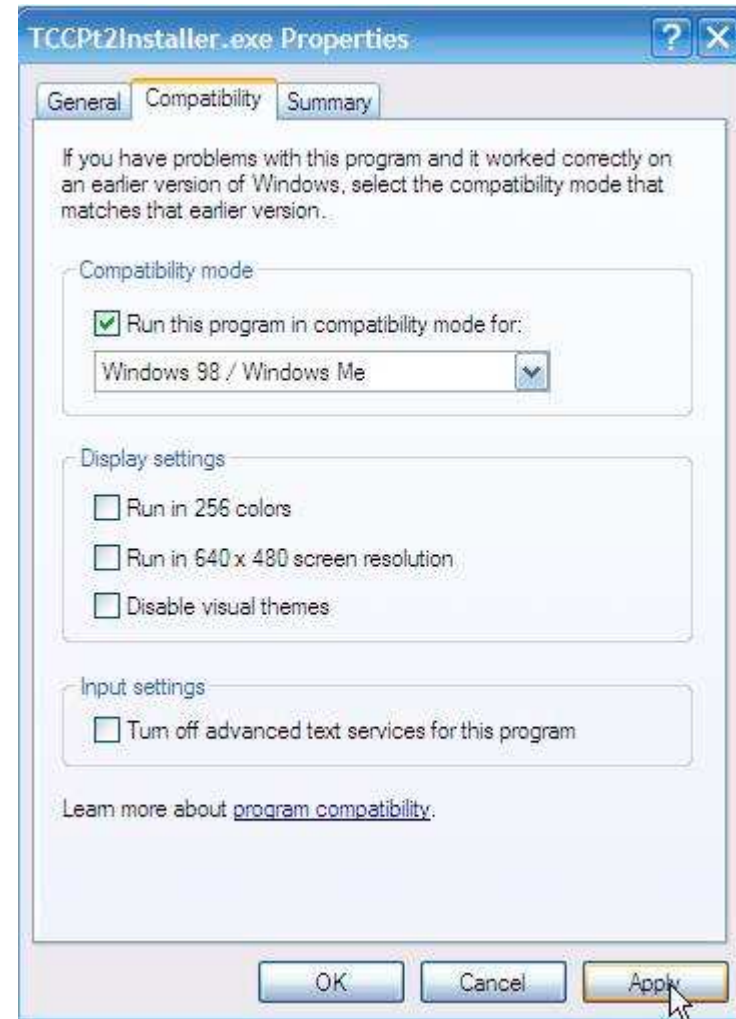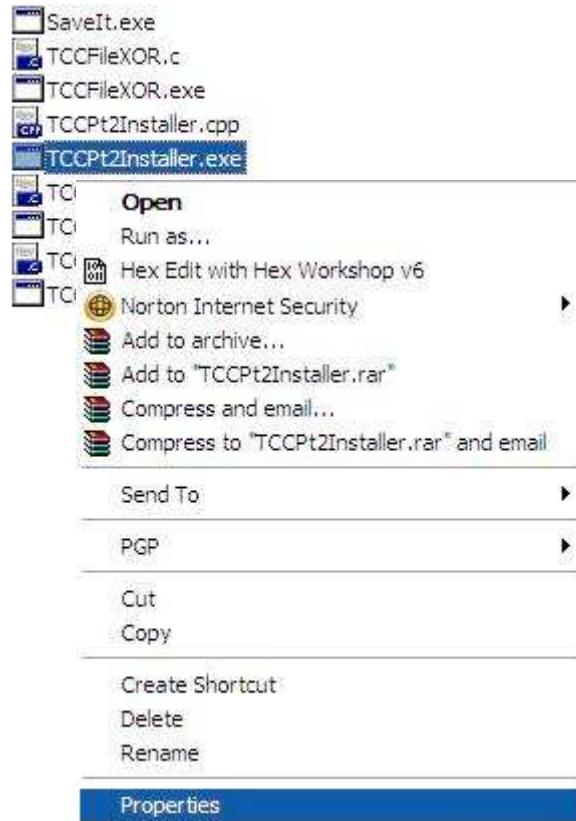
Verifying file placement.

4. Open the Saves folder and double click on the file *TCCPt2Installer.exe* to execute it . When the run window closes, the installation is complete.

```
C:\Program Files\3DO\Might and Magic VI\Saves\TCCPt2Installer.exe

Extracting SAVED Game data.
Decoding SPRITES.LOD.
Decoding Games.lod.
Decoding BITMAPS.LOD.
Decoding ICONS.LOD.
```

5. Launch TCC and load the game *TCC Expansion.* Enjoy TCC part 2!

If you have trouble running the *TCCPt2Installer.exe*, run it in Windows98 compatibility mode.

TCCPt2Installer.exe

Basically, the install file ascertains the validity of save000.mm6 and then transfers the party data into the TCC part2 'world'. If save000.mm6 is found to be *invalid*, it *aborts* the install process.

Next, this program renames the 'original' TCC files in the DATA folder by adding the extension *.TCCPt1*, thus retaining those files for possible replay. Finally, this program decodes the TCCPart2 files and places them into the original DATA folder.

This file should be placed into and executed from the *Saves* folder.

No Data is destroyed by this install.

Reinstall_TCCPt1.exe

This program reinstalls TCC Part 1, undoing the affects of the *TCCPt2Installer.exe* program, allowing the gamer to start a new TCC game from the beginning.

This file should be placed into and executed from the *Saves* folder.