NOCTROPOLIS
INSTALL GUIDE

THIS BOX CONTAINS:

- *CD* (your game!)
- *Install Guide* (12 pp.) with installation instructions, directions for creating a floppy boot disk, configurations for a variety of memory management systems and **Troubleshooting** answers to possible problems.
- *Game Manual* (24 pp.) with a step-by-step introductory **Walkthrough** covering movement, interaction and so forth.
- *Registration Card* – we'd love to know who you are!
- *Catalogs* and other advertising, describing the worlds of gaming opportunities EA provides.

Noctropolis was fully tested with Intel-based processors. Other processors may not be compatible.

Welcome to *Noctropolis*. This guide begins with installation instructions for people who are about to play the game for the first time. At each step during installation, on-screen instructions will also be available to help avoid any confusion. If you experience any difficulty, consult **Troubleshooting**. To avoid compatibility or memory problems, please take a moment to confirm that your machine matches the system requirements. Remember, you may safely stop and return to the previous menu by pressing Esc .

Note: Noctropolis has been fully tested with the *Double Space* disk compression utility that shipped with MS-DOS versions 6.0 and 6.2. We cannot guarantee the compatibility of our games with other disk compression utilities.

SYSTEM REQUIREMENTS

Computer. *Noctropolis* requires at least an IBM 386/33 or 100% compatible system, and MS-DOS version 5.0 or higher.
Video Card. VESA – compliant SVGA (640x480 or 640x400).
Hard Drive. You must have a minimum of 500K on your hard drive to install and play this game.
Mouse. *Noctropolis* requires a Microsoft or 100% compatible mouse using Microsoft software driver version 7.0 or higher, Logitech software driver version 6.0 or higher, or 100% compatible software driver.
Memory. *Noctropolis* uses conventional RAM (base memory) and either extended memory (XMS) or expanded memory (EMS). You must have a minimum of 4 megabytes of RAM installed in your machine.

INSTALLATION

Note: If you are running a disk cache such as *SMARTDrive* prior to installing, you need to disable it to insure a clean installation. Refer to your disk cache documentation or make a system boot disk as described in **Optimizing Your System** (p. 2) to disable this cache. This only affects the installation of the game. With write-behind caching disabled, *SMARTDrive* will work normally during gameplay.

1. Turn on your computer and wait for the DOS prompt. Some machines boot directly to *Windows*, or a different shell environment. Be sure to exit *Windows* (or other shell program), and install or start gameplay directly from the DOS command prompt (c:\>).
2. Insert the CD disk for *Noctropolis* into your CD-ROM drive.
3. Type the name of that drive (usually D:), then press Enter .

4. Type INSTALL and press Enter.
5. When prompted, follow the installation program.
6. To begin play, type DARK at the game's directory (default is NOCTROP) and press Enter.

CHANGING YOUR SOUND CARD CONFIGURATION

If you ever add a sound card (or change from one sound card to another), you must reconfigure the sound card configuration for *Noctropolis*. Doing so will not harm your saved games.

Return to the drive and directory where you installed the game (default: c:noctrop) and type INSTALL Enter. Follow the prompts to change sound card settings.

Note: Thunderboard sound cards may experience difficulties when accessing multiple sounds.

IF YOU HAVE TROUBLE INSTALLING

If you have not already, please review the **System Requirements** for *Noctropolis* to be sure your hardware setup and *Noctropolis* are compatible.

Memory. To find out how much DOS, XMS and EMS memory your computer has available:

From the DOS prompt, type: MEM Enter.

When the memory information is displayed on the screen, look for the following listings:

* LARGEST EXECUTABLE PROGRAM SIZE
  This number indicates how much conventional DOS memory is available. You must have at least 512,000 bytes (500K) listed here.

* TOTAL EXTENDED (XMS) OR TOTAL CONTIGUOUS EXTENDED
  This is the amount of extended memory in your computer. You must have at least 3,145,728 bytes (3072K) listed here.

* BYTES FREE OF EMS OR FREE EXPANDED (EMS)
  This is the amount of expanded memory configured for your system.
  You may load an Expanded Memory Manager driver (such as EMM386.EXE). This will allow you to load necessary drivers into upper memory. Consult your memory manager's documentation and **Optimizing Your System** (below) for more information. If you are unsure about these different types of memory, consult your DOS manual.

MEMORY REQUIREMENTS

Noctropolis can use three forms of memory: conventional RAM (base memory), extended memory (XMS) and expanded memory (EMS). As long as you have at least 500K of conventional memory, and at least 3200K of total RAM (base, XMS or EMS), the game will run correctly. If you are unsure about any details regarding the different types of memory, consult your DOS manual.

OPTIMIZING YOUR SYSTEM

If you are experiencing problems running *Noctropolis* or do not have the appropriate amount of memory, it might help to create a separate boot disk and decrease the number of memory resident programs (TSRs) you have loaded.

Do not delete your AUTOEXEC.BAT or CONFIG.SYS files. Without them, your computer will not function.

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CREATING A BOOT DISK

Before creating a boot disk, we recommend that you make a paper copy of your hard drive's CONFIG.SYS and AUTOEXEC.BAT start-up files. Type at the DOS prompt: TYPE CONFIG.SYS [Enter]

Either hand-copy or, if you have a printer, use [Print Screen] to generate a printout of this startup file. Now at the DOS prompt, type: TYPE AUTOEXEC.BAT [Enter]

Hand copy or use [Print Screen] to generate a printout of this startup file.

To create a separate boot disk, insert a blank high density disk in your A: drive. (Your computer will not boot from the B: drive.) From the DOS prompt, type: FORMAT A: /S [Enter]

MODIFYING CONFIG.SYS

When the DOS prompt returns and the format is complete, type: EDIT A:\CONFIG.SYS [Enter]

When the new screen appears, determine which memory management system you are using (if any) from those listed below and type the commands shown under that system:

CONFIG.SYS using HIMEM.SYS (XMS with DOS 5.0 and higher)

FILES=25

BUFFERS=25

DEVICE=C:\DOS\HIMEM.SYS

DOS=HIGH

SHELL=C:\DOS\COMMAND.COM /P

C:\<PATH>\<YOUR CD-ROM DRIVER> <EXCEPTIONS>

Type in the information for your CD-ROM driver line from the printout of your CONFIG.SYS. It will usually be a line containing the driver name (example: SBCD.SYS) followed by the device name of your CD-ROM (example: /D:MSCD001).

CONFIG.SYS using EMM386.EXE (EMS with DOS 5.0, 6.0, 6.2, Windows 3.1) on 4-megabyte system

FILES=25

BUFFERS=25

DEVICE=C:\DOS\HIMEM.SYS

DEVICE=C:\DOS\EMM386.EXE 3072 RAM

DOS=UMB

DOS=HIGH

SHELL=C:\DOS\COMMAND.COM /P

DEVICEHIGH=C:\<PATH>\<YOUR CD-ROM DRIVER> <EXCEPTIONS>

Type in the information for your CD-ROM driver line from the printout of your CONFIG.SYS. It will usually be a line containing the driver name (example: SBCD.SYS) followed by the device name of your CD-ROM (example: /D:MSCD001).

CONFIG.SYS using EMM386.EXE (EMS with DOS 5.0, 6.0, 6.2, Windows 3.1) on 8-megabyte or larger system

FILES=25

BUFFERS=25

DEVICE=C:\DOS\HIMEM.SYS

DEVICE=C:\DOS\EMM386.EXE 5120 RAM

DOS=UMB

DOS=HIGH

SHELL=C:\DOS\COMMAND.COM /P

DEVICEHIGH=C:\<PATH>\<YOUR CD-ROM DRIVER> <EXCEPTIONS>

Type in the information for your CD-ROM driver line from the printout of your CONFIG.SYS. It will usually be a line containing the driver name (example: SBCD.SYS) followed by the device name of your CD-ROM (example: /D:MSCD001).

CONFIG.SYS using EMM386.EXE with Double Space and DOS 6.0/6.2 on 4-megabyte or larger system

(You may not be able to get enough free RAM with the Double Space drivers loaded on a 4-meg machine.)

FILES=25

BUFFERS=25

DEVICE=C:\DOS\HIMEM.SYS

DEVICE=C:\DOS\EMM386.EXE 3072 RAM /I=B000-B7FF

DOS=UMB

DOS=HIGH

SHELL=C:\DOS\COMMAND.COM /P

DEVICEHIGH=C:\DOS\DBLSPACE.SYS /MOVE

DEVICEHIGH=C:\<PATH>\<YOUR CD-ROM DRIVER> <EXCEPTIONS>

Type in the information for your CD-ROM driver line from the printout of your CONFIG.SYS. It will usually be a line containing the driver name (example: SBCD.SYS) followed by the device name of your CD-ROM (example: /D:MSCD001).

EXITING CONFIG.SYS

After typing these lines, you should exit and save your file. Do so by typing:

Alt F

X

Y

MODIFYING AUTOEXEC.BAT

Next you need an AUTOEXEC.BAT file on your boot disk. Type:

EDIT A:\AUTOEXEC.BAT Enter

When the new screen appears, type:

PROMPT PG

PATH=C:\DOS

SET COMSPEC=C:\DOS\COMMAND.COM

C:

LH C:\MOUSE\MOUSE.COM

C:\<PATH>\MSCDEX.EXE <EXCEPTIONS>

Type in the information for the above MSCDEX.EXE line from the printout of your AUTOEXEC.BAT. This line should be identical except for two items: delete the /e parameter (the / E and so on – but not past the next space), and change /M:## to /M:5. For example,

    c:\DOS\MSCDEX.EXE /E /M:15

would change to:

    c:\DOS\MSCDEX.EXE /M:5

The AUTOEXEC.BAT file does not vary with different memory drivers.
(Your mouse driver may need to be loaded differently. Refer to **Mouse Setup** below and the printout of your original AUTOEXEC.BAT.)

Exit and save this file by typing:

[Alt][F]

[X]

[Y]

TO USE YOUR NEW BOOT DISK
Restart your computer with your new boot disk in your A: drive.
Type:
C: [Enter] (or the drive in which you installed the game).
CD NOCTROP [Enter] (or the directory in which you installed the game).
DARK [Enter].

MOUSE SETUP
Be sure that you are using a 100% Microsoft-compatible mouse driver – a Microsoft version 7.0 or higher mouse driver is preferable. If you are using a boot disk, this driver must be loaded within your boot disk configuration. Since the command line may differ from mouse to mouse, consult your hard drive's AUTOEXEC.BAT by typing at the DOS prompt: TYPE C:\AUTOEXEC.BAT. Look for your mouse driver line and copy it into your boot disk's AUTOEXEC.BAT, replacing the mouse driver line (C:\MOUSE\MOUSE.COM) that we suggest above.

Consult your mouse user's guide for more detailed instructions on loading the mouse driver for your computer.

DISK CACHE SETUP
Before installing *Noctropolis*, we recommend that you temporarily disable your disk cache. Occasionally, installing with a disk cache active can generate 'false' bad disk errors. To temporarily disable your disk cache program, make a boot disk with one of our recommended configurations. (Refer to **Creating a Boot Disk** for how to create such a boot disk.) Now reboot your computer with this boot disk (which does not include the disk cache). When you have completed the installation, follow the instructions below to reconfigure your boot disk to include the disk cache program.

If you decide to install *SMARTDrive* (a disk caching program), we recommend using the *SMARTDrive* versions from *Windows* 3.1 or DOS 6.0. You will need to add the following line to the beginning of your AUTOEXEC.BAT file to install *SMARTDrive*. (You may need to change the path on this line depending upon where your disk cache program is located.)

Machines with less than 8 megabytes RAM:
LH C:\DOS\SMARTDRV.EXE 1024 C (the final letter being the drive where you installed *Noctropolis*).

Machines with 8 megabytes or more RAM:
LH C:\DOS\SMARTDRV.EXE 2048 C (the final letter being the drive where you installed *Noctropolis*).
Note: On a 4-megabyte machine, a disk cache program will take up too much memory for *Noctropolis* to run. Though other disk cache programs may work with *Noctropolis*, we cannot guarantee their compatibility with this software.

INSTALLATION FAILS

In the unlikely event that the installation fails, an error message should tell you the nature of the problem. See Troubleshooting (below) for solutions to some common problems.

TROUBLESHOOTING
COMMON QUESTIONS

Q: *I get an error message about a VESA driver. When I load UNIVBE.EXE, like it told me to, my system locked up with a blinking cursor. Now what's wrong?*

A: Your card may not support a VESA standard. Contact the manufacturer of your video card to obtain a current version of the VESA driver for your card.

Q: *The game says it has trouble finding the INSTALL.CFG file. What should I do?*

A: An error may have occurred during installation. This may be solved by installing with a boot disk. Refer to **Creating a Boot Disk** (p. 3).

A: If this occurred while reconfiguring your sound card setup, make sure you didn't type INSTALL from your CD-ROM drive (see **Changing Your Sound Card Configuration**, p.2).

Q: *My game says PROGRAM TERMINATED NORMALLY after I installed, or when I exit the game. Is this bad?*

A: Nope. It just means that your system was working fine when you exited to DOS.

Q: *My mouse is not working with Noctropolis. My mouse works with all of my other software applications. Why not with Noctropolis?*

A: You should first check to see if your mouse has been loaded into either DOS (in your AUTOEXEC.BAT or CONFIG.SYS FILE) or onto the boot disk that you are using to play the game. If neither, it cannot interact with your game. *Windows* and many other "multi-tasking" shell environments load their own built-in mouse driver. These mouse drivers will not operate outside their shell environment. Loading a mouse driver into the DOS environment can be as simple as typing at the command prompt (c:\>):

MOUSE [Enter]

A: Your mouse may not be 100% Microsoft compatible.

- If you have *Windows*, you can edit the AUTOEXEC.BAT file by adding c:\WINDOWS\MOUSE and typing REM at the beginning of your previous mouse line.

- If you have DOS 6.0, you can edit the AUTOEXEC.BAT file by adding c:\DOS\MOUSE and typing REM at the beginning of your previous mouse line.

- If you have the disks for *Windows* 3.1, you can copy the mouse driver. Check each disk's directory (by typing DIR MOUSE.*) to find something similar to MOUSE.CO_ – a few letters difference is okay, but remember to *type the file name the way it appears in the directory* in the following steps. Copy it to your NOCTROP directory or boot disk. Then type EXPAND C:\NOCTROP\MOUSE.CO_ C:\NOCTROP\MOUSE.COM. (If copied to your boot disk, type EXPAND A:\MOUSE.CO_ C:\NOCTROP\MOUSE.COM.) Lastly, add the line c:\NOCTROP\MOUSE.COM to your AUTOEXEC.BAT and type REM at the beginning of your previous mouse line.

Q: *I have a 100% compatible sound card but I'm not getting any sound. Why not?*

or

Q: Noctropolis *says that it cannot find my sound card or that the sound initialization failed. What's wrong?*

A: If your sound card is not one of the cards listed on the box or in the installation program, but is "100% compatible" with one of the cards listed, it may have to be put into "SB" (Sound Blaster) emulation mode through its software or a switch setting on the card. Consult your sound card manual or its manufacturer.

Q: *Why does the game crash right after the EA logo?*

A: It may be that the interrupt for the sound board is set incorrectly. New Sound Blaster cards typically have interrupt 5 as the default setting, but older Sound Blasters have interrupt 7 as the default setting. After checking the settings of your soundboard, re-install and select the correct interrupt.

Q: *My copy of* Noctropolis *is defective. Every time I play, it quits to DOS with an error that says I do not have enough memory.*

A: This indicates that not enough memory existed to continue game play. Make sure that you have enough free memory in conventional/base RAM and extended or expanded memory (XMS or EMS). Use the DOS MEM command to determine how much free memory you have available. There must be at least 3,200K free in conventional memory and XMS or EMS combined. Refer to **Optimizing Your System** (page 2).

Q: Noctropolis *runs slowly and occasionally locks up.*

A: You may be loading other software that is not compatible with *Noctropolis*. First, try running the game from a boot disk. Refer to **Creating a Boot Disk** (p. 3). Also, you may not be meeting all of the necessary system requirements. Refer to **System Requirements** at the beginning of this guide. Also, if you are not running *SMARTDrive* you may want to add that line to your AUTOEXEC.BAT file (see **Disk Cache Setup**, p. 5).

Q: *Why does my game crash when I play* Noctropolis *through Microsoft* Windows *or* Windows NT, IBM OS/2 *or* Desqview*?*

A: Multi-tasking environments such as these often conflict with *Noctropolis* in their use of memory and other system resources. We do not recommend playing *Noctropolis* under any of these circumstances. In general, we recommend that you exit out of *Windows* (or similar applications) and play from the DOS prompt.

Q: Noctropolis *still doesn't work after I made a boot disk and/or modified my CONFIG.SYS and AUTOEXEC.BAT files.*

A: Copy down the error code and information the computer displayed when it quit to DOS. Then see **ORIGIN Product Support**, below.

GENERAL MIDI

Noctropolis only supports General MIDI at port address 330.

Noctropolis has joined the next generation of music quality with its support of the General MIDI standard as defined by the MPU-401 instruction set. At the time of publishing, only a few cards support MPU-401. These cards include the Roland SCC-1, Roland RAP-10, Creative Labs Sound Blaster 16 with the attached Wave Blaster daughterboard, and the Creative Labs Sound Blaster ASP 16 with the attached Wave Blaster daughterboard. Other manufacturers have already released, or are planning to release, sound cards that utilize the MPU-401 instruction set. However, sound cards that use a memory-resident program (TSR) to emulate MPU-401 *may not* work with this software.

Note: Some General MIDI sound cards offer digitized speech or sound effect capabilities. However, in the case of the Roland RAP-10, customers will need to use a second sound card such as a Sound Blaster, Sound Blaster Pro or 100% compatible sound card for digitized speech and effects. Review your sound card documentation or contact the manufacturer if you have any questions.

ORIGIN PRODUCT SUPPORT

- If, after reviewing **Troubleshooting**, you are still having a problem with the *Noctropolis* software, please read this section and call us. We have a staff of product support technicians ready to help you with any problems you may encounter with the game. Today's PCs run with millions of different hardware and software combinations. Because of this, you may also have to refer to your computer dealer, hardware manufacturer or system software publisher in order to properly configure their product to run with our game. When you do call us, if at all possible, be near your computer. If it is not possible to be near your computer, be sure to have the following information:
- The contents of your CONFIG.SYS and AUTOEXEC.BAT files
- A listing of your machine's type and hardware contents
- The DOS version number and publisher that you are currently running
- The type and version of mouse driver you use
- The contents of a CHKDSK and MEM /C statement
- The error message displayed when the problem occurred (if any)
- The brand of sound card, and IRQ, I/O address and DMA setting of that card
- The brand of video card and version of VESA-compliant video driver

Contact ORIGIN Product Support at (512) 335-0440, Monday through Friday, between 9 a.m. and noon, or 1 p.m. and 5 p.m., Central time (1 p.m. to 4:30 p.m., Friday afternoons). The ORIGIN fax number is (512) 331-8559. The ORIGIN BBS can be reached at (512) 331-4446 at 8 bit, no parity, 1 stop bit.

CREDITS

Designed and Written by	Brent Erickson, Shaun Mitchell
Programming	Brent Erickson, Guy Carver, Chris Mather, Michael Mathews, Jeff Hughes
Producer	Roland Kippenhan III
Associate Producer	Jeff Lee
Assistant Producer	Jeff Glazier
Art Direction	Shaun Mitchell
Technical Art and Video	Bart Rydalch
Graphics and Animation	Shaun Mitchell, Owen Richardson, Dave Butters, Keith Sargent
Music and Sound Effects	Ron Saltmarsh, Andy Warr
Technical Director	Colin McLaughlin
Product Managers	Gary Gettys, Rick Lucas, Frank Gibeau
Package Design	Corey Higgins
Package Illustration	Shaun Mitchell
Documentation	Marti McKenna, Michael Humes, Jamie Poolos, Melissa Mead
Screen Text Editing	Michael Humes
Documentation Layout	Jennie Maruyama
Product Support Manager	Kay Gilmore
QA Supervisor	Donna Mehnert
QA Project Leader	Jeremy Mappus
QA Testers	Ed Ball, Kevin Kushner, Jennifer Mason, Mike Songy

DARKSHEER COMIC BOOK

Art Direction	Shaun Mitchell
Writer	Shaun Mitchell
Pencils	Shaun Mitchell, Owen Richardson, Keith Sergeant, Kelly Goodine
Inks	A.C. Comics, Kelly Goodine
Color	Chris Vodopia & Tier 3
Painters	Shane Aldrich, Kane Clevenger, Ed Jamison, Chris Vodopia
Printed Book Layout	Tom Peters

LOS ANGELES UNIT

Director	Christopher Erhardt
Technical Director	Brent Erickson
Director of Photography	Larry Johnson
Assistant Director	Jack Nietzsche
Choreographer	James Lew
Audio	David Eaton
Costumes	Maurizio Bizzarri
Associate Producer	Monique Blanke
Production Assistants	Christopher Frederick, Michael Anderson
Makeup	The Burman Studios

Utah Unit

Director	Shaun Mitchell
Technical Director	Brent Erickson
Director of Photography	Bart Rydalch
Assistant Director	Owen Richardson
Audio	Ron Saltmarsh
Costumes	Lisa Bostwick
Production Assistant	Dave Butters
Makeup	Owen Richardson

Cast

Flux	Owen Richardson
Darksheer/Peter	Michael Berger
Succubus	Brittney Lewis
Courier	Sarah Schaub
Newstand Owner	Cory Dangerfield
Hall of Records	Stewart Mitchell
Boy	DiJango Craig
Father Desmond	David Jean Thomas
Stiletto	Hope Marie Carlton
Coffin Movers	Owen Richardson, Stewart Mitchell
Widow	Julie Simper
Guard at Sunspire	Hans De Haas
Wanda Sparks	Allison Egan
Leon	Jeff Olson
Sam Jenkins	Brett Palmer
Ms. Shoto	Kaoru Ferguson
Guard at Incarnate	Shaun Mitchell
Jim Drake	Thomas Milan
Greenthumb	Nathan Oventhal
Evelyn	Jessica Youngblood
Tophat	Brandy Snow
Old Man	Oscar Rowland
Gang	Oscar Sierra, De Andre Tell, Lakesha Townsend, Jose Hernandez
Butcher	Gene Ray
Master Macabre	Anthony Russell
Creature	Stewart Mitchell
Drealmer	Owen Richardson, Shaun Mitchell
Whisperman	Arsenio Trinidad
Lumisheer	Andrew Ritzinger
Elemental	Shaun Mitchell

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