

ELECTRONIC ARTS PRESENTS

CD-ROM CLASSICS

CRUSADER: NO REMORSE™

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Documentation is provided on-line. If you would like to receive the printed manual, please see the order form on on page 22.

SYSTEM REQUIREMENTS

Computer. *Crusader: No Remorse* requires at least an Intel486/66+ local bus (VLB or PCI) or 100% compatible system and MS-DOS version 5.0 or higher.

Video Card. You need a VESA (or 100% compatible) local bus (VLB or PCI) Super VGA video card.

Hard Drive. You should have a minimum of 45 free megabytes on your hard drive to install and play this game. (PARTIAL INSTALLATION and up to 11 save games require 45 megabytes. FULL INSTALLATION and up to 11 save games require 60 megabytes.)

Mouse. *Crusader* requires a Microsoft or 100% compatible mouse, using Microsoft software driver version 8.2 or higher, Logitech driver version 6.2 or higher, or 100% compatible driver.

CD-ROM. *Crusader* requires a double-speed or faster CD-ROM drive.

Sound Card You must have a Sound Blaster (SB Pro, SB 16, SB 32, AWE 32, AWE 64), GUS, Ensoniq Soundscape or 100% compatible sound card.

Memory. *Crusader* uses conventional memory (base memory) and Extended Memory (XMS). You must have a minimum of 8 megabytes of RAM installed in your machine. Installing more than 8 megs of RAM may enhance your game performance.

QUICK INSTALLATION

Note: If you run a disk cache such as *SMARTDrive*, you need to disable it to ensure a clean installation. (This only affects the installation of the game. *SMARTDrive* will work normally during gameplay.) Refer to your *SMARTDrive* documentation or make a system boot disk or shortcut as described in **Creating a Boot Disk** (p. 8) or **Creating a Windows 95 Shortcut** (p. 12) to disable this cache.

1. Turn on your computer and wait for the DOS prompt. Be sure to exit any shell programs (such as *Windows*), and install directly from the DOS command prompt (C:\>).
2. Insert the CD for *Crusader* 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 instructions.
6. For important game hints and last minute changes, type README and press **Enter**.
7. To begin play, type CRUSADER at the game's directory and press **Enter**.

For more details, see **Installation** (p. 5).

CRUSADER: NO REMORSE ONLINE MANUAL

WINDOWS 95 USERS

To install the *Crusader: No Remorse* online manual:

1. Left-click START on the taskbar.
2. Select RUN.
3. Type D:\MANUAL\SETUP and click OK. (Substitute the name of your CD drive if other than D:.)
4. Follow the prompts to install.

To access the online manual:

1. Left-click on START on the taskbar.
2. Select *Programs* from the *Start* menu.
3. Select *Modern Age Books* from the *Programs* menu.
4. Select *Crusader* from the *Modern Age Books* menu. The *Crusader* manual appears.
5. Select Print from the File menu if you wish to print the document.

WINDOWS 3.X USERS:

To install the *Crusader: No Remorse* online manual:

1. From the Program Manager, select Run from the File menu.
2. Type D:\MANUAL\SETUP and click OK. (Substitute the name of your CD drive if other than D:.)
3. Follow the prompts to install.

To access the online manual:

1. From the Program Manager, open the *Modern Age Books* program group.
2. Double-click the *Crusader* icon. The *Crusader* manual appears.
3. Select Print from the File menu if you wish to print the document.

PRE-INSTALLATION

DISK PREPARATION

Before you install software, it is critical that your hard drive be in proper working order. We recommend running SCANDISK or DEFRAG (DOS 6.2 or higher). SCANDISK searches your hard drive for any lost allocation units as well as any cross-linked files and directories. DEFRAG ensures that your data is sorted properly. Failure to verify this may result in corrupt data.

Steps for running these preventative applications are given below for DOS and *Windows 95*.

Note: Do *not* run DEFRAG from DOS if you have *Windows*. It will cause *serious* problems.

DOS PREPARATION

1. Type VER from the DOS C:> prompt. Your DOS version is displayed on the screen. If it says MS-DOS VERSION 6.0, 6.21 or any version later than 6.2, follow the steps below. If you are using DOS version 5.0, you may need to use other utilities (such as Norton Utilities or Central Point Tools) to check your drive's condition.
2. Type SCANDISK C: from the DOS prompt. This will determine if your drive is in good repair. If any damage is found, you should repair it before continuing, following the instructions in your DOS manual.
3. Type DEFRAG C: /F from the DOS prompt. This runs a complete defragmentation on your hard disk to ensure all your data is sorted properly. It also optimizes your hard disk for faster load and access times.

WINDOWS 95 PREPARATION

The procedure for scanning and defragmenting your disk from *Windows 95* is essentially the same as from DOS — only the method for starting the programs is different.

1. First, run SCANDISK. To start SCANDISK, left-click on the START button from the Taskbar. The *Start* menu opens.
 - ◇ From the *Start* menu, highlight *Programs*, then *Accessories* from the menu that appears. From that menu, select *System Tools*. Finally, click on *ScanDisk*, and the program starts.
 - ◇ Once activated, make sure there is a check mark in the *Automatically Fix Errors* box and select the hard drive you are installing the game to (e.g., C:). Once everything is set up correctly, click *Start* to have the program scan the drive and correct any errors.
2. Next, run DEFRAG. To start DEFRAG, go to *System Tools* (as in the previous step) and click on *Disk Defragmenter*. As with SCANDISK, select the drive you are installing the game to and click OK.

INSTALLATION

Boot Disk/Shortcuts. Boot disks and shortcuts solve most installation problems! (See *Creating a Boot Disk*, p. 8, or *Creating a Windows 95 Shortcut*, p. 12, for instructions.)

Disk Cache. If you are running a disk cache such as *SMARTDrive*, you will need to disable it to ensure a clean installation. Refer to your *SMARTDrive* documentation or make a system boot disk or shortcut to disable this cache. This only affects the installation of the game. *SMARTDrive* will work normally during gameplay.

CHKDSK. Before installing any software, run CHKDSK (for DOS 5.0 & 6.0 users) or SCANDISK (for DOS 6.2 and up users) from your DOS directory. This searches for any lost allocation chains (pieces of files). If any are found, please run a disk utility to correct these errors on your hard drive. It's also a good idea to fully optimize and de-fragment your drive before installing new software.

Highlighting. Use and to move the white highlight option up and down. Press to select that option.

Exiting. To exit the installation without recording any selections, press from the Main Menu. To exit most submenus, press to return to the Main Menu or select the appropriate exit option.

Sound. *Crusader: No Remorse* will install **without** sound or music configured unless you specify otherwise.

1-4. Follow Steps 1 through 4 of **Quick Installation**.

5. You will be asked whether you wish to change your path from the default (C:\CRUSADER). If you wish to install to a different drive or directory, answer YES, then change the path to include the drive and directory you wish to use. Press .
6. You will be asked to choose the desired installation type. Select the desired size of installation (PARTIAL or FULL). Click or press to accept. If you select FULL and there's not enough room on the selected drive, you will be prompted to select PARTIAL. If there's not enough room for a partial install, you will be returned to DOS.
7. You will be asked whether you want digital sound. You probably do — see **Asylum Sound System** (p. 14) for more information.

8. You will be given a menu of sound cards to choose from. Select your sound card and press **Enter**. Once you've chosen your card, you will be asked to select your Sound Port Address, Sound IRQ and Sound DMA (if you've got an SB16, SB32, AWE32 or AWE64, choose your sound card's H(igh) DMA). If your sound card is set to factory defaults, you can simply use **Enter** for each selection. Otherwise, you will have to choose the appropriate setting.
9. You will be asked to confirm that you hear sound. If the answer is YES, the program will take you to a menu allowing you to change settings, or begin the installation. If NO, you will be returned to the menu to change your settings.
10. You will be asked whether you would like to see subtitles on the videos.
11. Next, you will select the size of video screen you desire. See the *Playguide* (p. 6) for more information on this feature.
12. A menu will appear prompting you to select any of the options you have previously set (in case you now want to change one) or to continue with installation. Select CONTINUE to proceed.
Once installation begins and files begin copying, a progress indicator will appear, displaying the progress of each file as it is copied. You cannot abort installation while files are being copied.
13. When files are copied, installation is complete and you will be returned to DOS, to the drive and directory you selected for *Crusader's* installation. Type CRUSADER and press **Enter** to begin the game.

CHANGING YOUR SOUND CARD OR MUSIC CARD CONFIGURATION

If you ever add a sound card (or change from one sound card to another), you must reconfigure your sound card configuration for *Crusader: No Remorse*.

Make sure the CD is in your drive, then return to the drive and directory where you installed the game (default: C:\CRUSADER) and type INSTALL **Enter**. This allows you to change the selections you made when you originally installed the game. Simply follow the **Installation** procedures, beginning with Step 8. This will not reinstall the game. If you wish to reinstall, you must type INSTALL from the CD-ROM's prompt.

BOOT DISKS AND SHORTCUTS (IF YOU HAVE TROUBLE INSTALLING)

If you are experiencing problems running *Crusader* or cannot free 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.

First, review **System Requirements** (p. 2) to be sure your hardware setup and *Crusader* are compatible. Then, see **Creating a Boot Disk** (p. 8) or **Creating a Windows 95 Shortcut** (p. 12).

MEMORY REQUIREMENTS

Crusader: No Remorse uses conventional RAM (base memory) and extended memory (XMS). You must have a minimum of 8 megabytes of total RAM installed in your machine. Of this memory, you must have at least 6.7 megabytes free XMS or EMS memory for *Crusader* to run. An Expanded Memory Manager driver (like EMM386.EXE) may be loaded, but is not recommended. If you are unsure about these different types of memory, consult your DOS or memory manager's manual.

To find out how much DOS, XMS and EMS memory your computer has available, use the DOS MEM command. 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 DOS conventional memory is available. You must have at least 409,600 bytes (400K) listed here.
- **TOTAL EXTENDED (XMS) or TOTAL CONTIGUOUS EXTENDED or BYTES FREE OF EMS or FREE EXPANDED (EMS)**
These are the amounts of extended memory and expanded memory in your computer. You must have at least 5,836,800 bytes (5700K) of either XMS or EMS.

CREATING A BOOT DISK

Do *not* delete your AUTOEXEC.BAT or CONFIG.SYS files completely — without them, your computer will not function.

Paper Copy. 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.

1. Type at the DOS prompt: TYPE CONFIG.SYS
Either hand-copy or, if you have a printer, use **Print Screen** to print out this startup file.
2. Now at the DOS prompt, type: TYPE AUTOEXEC.BAT
Hand copy or use **Print Screen** to generate a printout of this startup file.
3. **Setup.** To create a separate boot disk, insert a blank high density (HD) disk in your A: drive. (Your computer will not boot from a B: drive.) From the DOS prompt, type:
FORMAT A: /S **Enter**
4. If you already have a formatted disk handy for your A: drive, then you will need to transfer the necessary system files. From the DOS prompt, type: SYS A: **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 in this section and type the commands shown under that system:

CONFIG.SYS using Microsoft's HIMEM.SYS (XMS with DOS 5.0 and up) — the RECOMMENDED CONFIGURATION!

```
DEVICE=C:\DOS\HIMEM.SYS
DOS=HIGH
FILES=40
BUFFERS=40
SHELL=C:\DOS\COMMAND.COM C:\DOS /P
DEVICE=C:\<path>\<your CD-ROM driver> <parameters>
```

In the line above, type in the information for your CD-ROM driver line from the printout of the 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).

```
DEVICE=C:\<path>\<your sound card driver> <parameters>
```

In the line above, type in information for your sound card driver line from the printout of the CONFIG.SYS. If you have more than one line in your printout that mentions sound, repeat this process for each line.

CONFIG.SYS using Microsoft's EMM386.EXE (EMS with DOS 5.0 and up)

```
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE 6144 RAM
DOS=HIGH, UMB
FILES=40
BUFFERS=40
SHELL=C:\DOS\COMMAND.COM C:\DOS /P
DEVICEHIGH=C:\<path>\<your CD-ROM driver> <parameters>
```

Type in the information for your CD-ROM driver line from the printout of the 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).

```
DEVICE=C:\<path>\<your sound card driver> <parameters>
```

In the line above, type in information for your sound card driver line from the printout of the CONFIG.SYS. If you have more than one line in your printout that mentions sound, repeat this process for each line.

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

When the new screen appears, type:

```
PROMPT $P$G
PATH=C:\DOS
SET COMSPEC=C:\DOS\COMMAND.COM
C: (or the drive where the game is installed)
C:\MOUSE\MOUSE.COM
C:\<PATH>\MSCDEX.EXE <parameters>
```

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 blank space), and change /M:## to /M:5. For example,

```
C:\DOS\MSCDEX.EXE /E /M:15 /L:F
```

would change to:

```
C:\DOS\MSCDEX.EXE /M:5 /L:F
```

```
CD\CRUSADER (or your game directory, if different from the default)
```

```
CRUSADER
```

The AUTOEXEC.BAT file does not vary with different memory drivers.

(Your mouse driver may need to be loaded differently. Refer to **Mouse Setup**, p. 11, and the printout of your original AUTOEXEC.BAT.)

Exit and save this file by typing:

```
 
```

TO USE YOUR NEW BOOT DISK

Turn your computer off, insert your new boot disk in your A: drive and turn the computer back on. The boot disk should run and automatically take you into *Crusader: No Remorse*.

If you have a hard drive overlay, you'll need to start your computer *without* the boot disk in the drive. Follow the on-screen instructions for starting with a boot disk.

INSTALLATION FAILS

In the unlikely event that the installation fails, an error message should tell you the nature of the problem. See **Troubleshooting** (p. 15) for solutions to some common problems.

OTHER PRECAUTIONS

MOUSE SETUP

Be sure that you are using a 100% Microsoft-compatible mouse driver — a Microsoft version 8.2, Logitech 6.3 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. (If you have not made a paper copy, see p. 8. You may view your 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 information (C:\MOUSE\MOUSE.COM) that we suggest on page 10.

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

DISK CACHES

Before installing *Crusader: No Remorse*, we recommend that you disable your disk cache during play. Occasionally, "DOS error" messages can erroneously appear when installing with a disk cache active. To disable your disk cache during play, make a boot disk or shortcut with one of our recommended configurations. Refer to **Creating a Boot Disk** (p. 8) or **Creating a Windows 95 Shortcut** (p. 12) to learn how. Now reboot your computer with this boot disk or shortcut (which does not include the disk cache). Then install the game normally.

CREATING A WINDOWS 95 SHORTCUT

1. Turn on your computer and wait for *Windows 95* to load. Minimize or close all applications.
2. *Right-click* once anywhere on your desktop (except on an icon). A menu will appear.
3. Move your mouse pointer to **New**, then *left-click* on **Shortcut**. A dialogue box appears, asking you to name the shortcut.
4. In the box beneath *Cmd Line*, type in C:\COMMAND.COM. Then, *left-click* on NEXT.
5. Type in the name of the shortcut as it will appear on your desktop. (Use the name of the game.)
6. *Left-click* on FINISH. The new shortcut now appears on your desktop.
7. Edit the game's shortcut icon according to the instructions in **Creating a Boot Disk** (p. 8). (The steps are outlined below; the information you need to include appears on pp. 8-10.)
8. *Double-left-click* on the icon to start the game.

EDITING THE GAME SHORTCUT ICON

1. Before the game will launch with your new icon, you need to edit the shortcut. *Right-click* once on the shortcut icon you created above.
2. *Left-click* once on *Properties*, then *left-click* on the *Program* tab at the top of the window.
3. If the box next to *Close on exit* is empty, *left-click* on it.
4. *Left-click* on the ADVANCED button. The *Advanced Program Settings* screen appears.
5. Make sure checkmarks appear next to *MS-DOS mode* and *Warn before entering MS-DOS mode*. If not, *left-click* once in the box next to the item.
6. *Left-click* in the circle next to *Specify a new MS-DOS configuration*. Make sure there is a dot in this circle.

Two windows open up — one labeled *CONFIG.SYS for MS-DOS mode* and one labeled *AUTOEXEC.BAT for MS-DOS mode*. These are the two windows in which you will create a "boot disk" that runs the game directly in DOS.

The text in these windows is a copy of a *Windows 95* boot. You will be replacing this with the text you would normally use to make a boot disk. *Modifying or deleting this text has no effect on the files your system normally uses to boot up.*

7. Make backup copies of your original startup files as a precaution.
 - a. *Left-click* on the START button.
 - b. Highlight *Programs*, then *left-click* on *MS-DOS Prompt*. You'll be in a DOS window.
 - c. Type CD\ and press **Enter**.
 - d. Type COPY C:\CONFIG.SYS C:\CONFIG.OSI and press **Enter**. (You should see *1 File(s) copied*.)
 - e. Type COPY C:\AUTOEXEC.BAT C:\AUTOEXEC.OSI and press **Enter**. (You should see *1 File(s) copied*.)
 - f. Type EXIT to return to *Windows 95*.
8. *Right-click* inside the *CONFIG.SYS for MS-DOS mode* window. Highlight *Select All*, then *left-click* and press **Delete**. Do the same for the *AUTOEXEC.BAT for MS-DOS mode* window.
9. Leave the *Advanced Program Settings* window open, and open *Notepad*. (*Left-click* the START button. Highlight *Programs*, and then *Accessories*. *Left-click* on *Notepad*.)
10. Open the CONFIG.OSI file on your hard drive.
 - a. *Left-click* on *File*, and then on *Open*.
 - b. Type C:\CONFIG.OSI in the box under *File Name*.
 - c. *Left-click* on the OPEN button.
11. Copy this file to the CONFIG.SYS window inside the *Advanced Program Settings* window where you are setting up your shortcut.
 - a. *Left-click* *Edit*, and highlight *Select All*.
 - b. Press **Ctrl**+**C** to copy the contents of the file.
 - c. *Left-click* on the "-" button (in the upper right corner) to minimize *Notepad*.
 - d. Click anywhere on the *Advanced Program Settings* window to return to it.
 - e. *Left-click* inside the *CONFIG.SYS for MS-DOS mode* window.
 - f. Press **Ctrl**+**V** to paste the file contents into the window.
12. Open *Notepad* again. (Tip: Look on the tool bar at the bottom of your screen for a CONFIG.OSI - NOTEPAD button. *Left-click* on this button. If you don't see this button, use the instructions in Step 9 to open *Notepad*.)
13. Open the AUTOEXEC.OSI file on your hard drive.
 - a. *Left-click* on *File*, then on *Open*.
 - b. Type C:\AUTOEXEC.OSI in the box under *File Name*.
 - c. *Left-click* OPEN.

14. Copy this file to the AUTOEXEC.BAT window inside the *Advanced Program Settings* screen, where you are setting up your shortcut.
 - a. Left-click on *Edit* and highlight *Select All*.
 - b. Press **Ctrl****C** to copy the contents of the screen.
 - c. Click anywhere on the *Advanced Program Settings* window to return to it. (Press **N** if you are prompted to save changes to the file you were editing.)
 - d. Left-click inside the *AUTOEXEC.BAT for MS-DOS mode* window.
 - e. Press **Ctrl****V** to paste the *Notepad* contents into the window.
15. Left-click OK, then left-click OK again.

USING THE SHORTCUT TO RUN THE GAME

Double-left-click your new shortcut to restart your system. If you've set up the shortcut correctly, your machine will reboot. To start the game, change to the directory where the game is installed (the default is C:\CRUSADER: NO REMORSE) and type CRUSADER: NO REMORSE. When you are done playing the game, type EXIT from the DOS prompt and hit **Enter** to reboot into *Windows 95* (answer **Y** if prompted).

If you receive an error message, or the machine returns to *Windows*, double-check the lines in the *CONFIG.SYS for MS-DOS mode* and *AUTOEXEC.BAT for MS-DOS mode* windows in the *Advanced Program Settings* screen against the boot disk instructions.

ASYLUM SOUND SYSTEM

Crusader: No Remorse uses the new Asylum Sound System for music and sound effects. Asylum delivers a high quality sound, comparable or superior to anything else available on the mass market, without requiring any special hardware. Most Sound Blaster or 100% compatible sound cards can take full advantage of Asylum's capabilities.

With 12 digital sound effect channels and 8 digital music channels, Asylum allows composers to fully customize sound and instrumentation for each song or effect. Both 8- and 16-bit mixing are supported. Low-pass filtering — a digital oversampling technique that discards high-frequency noises that make up the static and "hissing" normally found in digital sound systems — gives Asylum its extremely clear sound quality.

TROUBLESHOOTING

Q: *Crusader: No Remorse fails to load or run and generates an error code. What's wrong with my game?*

A: Certain error messages can easily be interpreted and remedied:

(NOTE: If you get an error message other than the ones given below, please refer to the README.TXT file on the *Crusader* CD before calling ORIGIN Customer Service.)

- **YOU MUST HAVE THE MINIMUM AMOUNT OF HARD DRIVE SPACE SPECIFIED FOR THE INSTALL OPTION YOU SELECTED.** *Crusader* needs this much hard drive space to store saved games. Use a smaller install option, make more room on your hard drive by deleting unused files, or upgrade to a larger hard drive. If you are using *Doublespace*, *Drivespace* or other disk compression software, more free space may be required.
- **NOT ENOUGH MEMORY TO RUN CRUSADER.** You either do not have 8 megabytes of RAM installed on your computer, or too much of your memory has been used by TSRs or memory resident programs. See **Creating a Boot Disk** (page 8) to make a boot disk.
- **VESA DRIVER NOT FOUND.** Your video driver is not VESA compliant. You will need to get and install a VESA video driver. The *Crusader* CD comes with UNIVBE, a universal VESA driver that should work on most systems. To use UNIVBE, go to the directory in which you installed *Crusader* and type UNIVBE before starting the game. Video drivers can also be downloaded, free of charge, from many online services and BBSs.
- **DOS INTERRUPT ERROR — CHECK THE INSTALL GUIDE FOR MORE INFORMATION.** Your configuration loads utilities that move DOS data segments into Extended Memory. Such programs are incompatible with *Crusader*. In QEMM, these incompatible programs are DOS-UP.SYS and DOSDATA.SYS (drivers for QEMM's DOS-Up utility) loaded into your CONFIG.SYS. Other memory managers may have similar programs under different names. Using a boot disk configured as described in **Creating a Boot Disk** (page 8) will eliminate this problem.
- **FATAL ERROR 286.1020: THIS PROGRAM REQUIRES VCPI OR DPMI IN V86 MODE.** This error occurs because you have the NOEMS parameter in your CONFIG.SYS. Replace NOEMS with RAM on the EMM386 line in your configuration, or create a boot disk — see page 8.

Q: Every time I play, it quits to DOS with an OUT OF MEMORY error. Is my copy of Crusader defective?

A: This indicates that not enough memory existed to continue game play. Make sure that you have enough free memory — use the DOS MEM command to determine how much you have available. There must be at least 6.7 megabytes of XMS or EMS *free* memory. Refer to **Memory Requirements** (page 7). We strongly recommend that you make a boot disk with the CONFIG.SYS listed on pages 8-9.

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

You do not have to have a mouse driver installed to play *Crusader*. If you want to use a mouse, and it is not working, check the following:

A1: Check to see if you have a mouse driver in your AUTOEXEC.BAT or CONFIG.SYS file that you are using to play the game. If it hasn't been loaded into either of these, 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 can be as simple as typing MOUSE at the command prompt (C:\>) before you play the game.

A2: Your mouse may not be 100% Microsoft compatible. If you have *Windows*, change the mouse line on your boot disk (found in either AUTOEXEC.BAT or CONFIG.SYS) to C:\WINDOWS\MOUSE.

- 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 to *Windows* 3.1, you can copy that mouse driver. Check each disk's directory (by typing DIR A:\MOUSE*.*/S) 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 CRUSADER directory or boot disk. Then type EXPAND C:\CRUSADER\MOUSE.CO_ C:\CRUSADER\MOUSE.COM. (If copied to your boot disk, type EXPAND A:\MOUSE.CO_ A:\MOUSE.COM.) Lastly, add the line C:\CRUSADER\MOUSE.COM to your boot disk AUTOEXEC.BAT and type REM at the beginning of your previous mouse line.

A3: Your mouse driver may be out of date. Make sure your driver is at least Microsoft Mouse Driver 8.2, Logitech 6.3 or 100% compatible. If your mouse driver is out of date, more recent versions are available free of charge on most online services and many BBSs.

Q: I have at least a 486/66 with 8 megabytes RAM, and the game is running very slowly. What can I do to speed it up?

A: There are several options available to speed up game play in *Crusader*. From the Main Screen, go to OPTIONS, and once there you can turn LIMIT BLASTS ON, FRAME SKIPPING ON and ANIMATIONS OFF. You'll lose a bit of visual realism, but you should find your game running much more quickly. You can also turn DIGITAL FILTERING OFF, to get more speed at the cost of a bit of sound quality. For more information on these options, see page 6 of the *Playguide*. If you've selected all these options, and your system meets the minimum requirements and *Crusader* still plays slowly, call ORIGIN Product Support (p. 19). (Adding RAM may be one way to make your game run more quickly.)

Q: The video is too slow. Can I make it faster?

A. From the Main Screen, go to OPTIONS and switch VIDEO LARGE/SMALL to SMALL.

Q: Crusader runs slowly and occasionally locks up. What could be wrong?

A: You may be loading other software that is not compatible with *Crusader*. First, try running the game from a boot disk. Refer to **Creating a Boot Disk** (page 8). Also, you may not be meeting all of the necessary system requirements. You must have at least a 486/66 with Local Bus Video to play this game. Refer to **System Requirements** (p. 2).

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

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

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

A: Copy down the error code and information the computer displays when it exits to DOS. Then see **ORIGIN Product Support**, page 19.

AUDIO QUESTIONS

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

or

Q: Crusader 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 install program, but is "100% compatible" with one of the cards listed, it may have to be put into Sound Blaster emulation mode through its software or a switch setting on the card. Consult your sound card manual or contact the card's manufacturer.

Q: I am not getting any sound or music during introduction or gameplay. Why not?

A: This can usually be attributed to setting up your sound card incorrectly during the installation of the game. Run INSTALL.EXE from the *Crusader* directory to reconfigure the sound card settings. Make sure that you have selected your sound card and its appropriate settings. Consult your sound card manual or contact the card's manufacturer for further information.

OTHER COMMON QUESTIONS

Q: When I use the keyboard for combat moves as described in the Reference Card, the game does not perform the action I expect. What's wrong?

A: You may have your keyboard commands re-mapped by programmable software or BIOS. You will need to disable this function to play *Crusader* properly. Contact your computer/keyboard manufacturer for information on how to temporarily disable this programmability function.

Q: Crusader 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, on the next page.

ORIGIN PRODUCT SUPPORT

If, after reviewing **Troubleshooting** (pp. 15-18), you are still having a problem with the *Crusader: No Remorse* software, please read this section and call us. 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, be near your computer if at all possible.

If it is impossible to be near your computer, **be sure to have the following information:**

- The error message displayed when the problem occurred (if any)
- The contents of your CONFIG.SYS and AUTOEXEC.BAT files
- A listing of your machine's brand and hardware contents
- The version number and publisher of the operating system (DOS, *Windows 95*, etc.) that you are currently running
- The brand and version of mouse driver you use
- The brand and speed of your CD-ROM drive
- The contents of a CHKDSK and MEM /C statement
- The brand of your sound card, and IRQ, I/O address and DMA setting of that card

NEED TO REACH PRODUCT SUPPORT?

INTERNET. The most efficient way of getting support is by using the Internet.

You can e-mail technical support and upgrade questions to ORIGIN Product Support at support@origin.ea.com.

You can also retrieve demos, patches, press releases and screen shots from ORIGIN's anonymous FTP site at

<ftp.ea.com/pub>.

Many of the most popular online services provide access to ORIGIN via the Internet. If you need help with this, contact your online service for assistance with the Internet.

PHONE. (512) 434-HELP (434-4357) If assistance via the internet is not an option, contact ORIGIN Product Support, Monday through Friday, between 9 a.m. and 1 p.m., or 2 p.m. and 5 p.m., Central time (2 p.m. to 4 p.m., Friday afternoons). The ORIGIN fax number is (512) 795-8014.

CRUSADER: NO REMORSE

Directed by Tony Zurovec
Produced by Warren Spector

Lead Artist Beverly Garland
Lead Designer Mark Vittek
Lead Programmer Tony Zurovec
Asylum Sound System Developer Jason Ely
Game System Programmers Jason Ely, Tony Zurovec
Additional Programmers Rob Corell, Ray Renteria, Gary Scott Smith
Usecode Programmers Gary Scott Smith, Mark Vittek,
John Watson, Phil Wattenbarger, Eric Willmar
Assistant Lead Artist Terry Manderfeld
Artists Amy Adams, Karl Dolgener, Beverly Garland,
Darrin LeBlanc, Terry Manderfeld, Dicko Mather,
Alan Perez, Matt Sheffield, Johari Templin
Assistant Lead Designer Phil Wattenbarger
Designers Bruce Adams, Melanie Green, Mark Vittek,
Phil Wattenbarger, Eric Willmar
Animation Training Melanie Green
Musicians Straylight Productions
Additional Music Todd Parson, Kirk Winterrowd
Game Sound Effects Kirk Winterrowd
Audio Post Supervisor Randy Buck
Voice Recording and Processing Randy Buck, Jason Cobb
Logo Design Jennifer Davis, Trey Hermann
Box Design Jennifer Davis, Beverly Garland
Product Support Manager Kay Gilmore
Quality Assurance Supervisor Donna Mehnert
Quality Assurance Project Leader Jeremy Mappus
QA Assistant Project Leader Chuck Denning
QA Tester for Classic Version Paul Sage
QA Testers Lisa Acton, Marshall Andrews, Dustin Cryer,
Allen Jackson, John Moreland, Chris Primozich,
Reece Thornton, Mike Songy, Todd Wachhaus, Carlus Wesley
QA Hardware Supervisor Brian Wachhaus

QA Hardware Testers Greg Barwis, John Prindle
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French QA Testers Lemuel Habam, Didier Jumeau
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Monique Quirk, Isabelle Rice
German Translations Frank Dietz, Annette Franco, Jörg Neumann
Product Manager Brian Allen
Documentation Chris W. McCubbin
Documentation Editing David Ladyman, Melissa Tyler, Tuesday Frase
Documentation Design John Bowie, Catherine Cantieri,
Jennifer Davis, Robin McShaffry, Tim Norland

Live Action Video Sequences

Directed by Steve Hemphill

Writers Lisa Smith, Mark Vittek
Production Manager David Knott
1st Assistant Director Rex Gregory
Director of Photography Mike Martin, Walter Olden
Audio Recording and Sound Effects Randy Buck, Jason Cobb
Video Post Production Steve Hemphill
Audio Post Production Randy Buck, Jason Cobb
Wardrobe Design/Supervision Dawn Allee
Assistant Wardrobe Ernesto Maldonado
Prop Fabrication and Special FX J.M. Logan
Assistant Special FX Jene Rose
Makeup/Hairstyling Deborah Carter
Assistant Makeup/Hairstyling Astartè
Set Construction Custom Creation
French Dubbing Studio Lincoln, Paris
German Dubbing FFS, GmbH, Munich

Cast

Cpl. Troy "Wizard" Reaves Taylor Gobbler
Sgt. Shannon Brooks Tony Perensky
Maj. Jo Anne Vargas Suzanne Savoy

Gen. Quentin Maxis *Ev Lunning*
 Col. Stephen Ely *Alex Morris*
 Cpl./Pvt. Nicholas "Yo-Yo" Cardova *Carlos Compean*
 Chairman Nathaniel Draygan *Woody Skaggs*
 Senator Everette Snell. *Ron Jackson*
 Pvt. Derrick "Tax Man" Andrews *Gabe Folse*
 Josh Starns. *Doug Forest*
 Trina Jenkins *Lisa MacKenzie*
 Weasel *Marco Perella*
 Prof. Joseph Wilmar *Rick Perkins*
 Dr. Gregor Hoffman *Ed Neal*
 WEC Guard *Erik Everett*

Special thanks for additional art. *Denis Loubet, Michael Morlan*
 Special thanks for his help with the usecode engine. *Mike McShaffry*
 Special thanks for the video compression engine. *Jason Yenawine*
 Special thanks for porting the video engine *Zack Simpson*
Very special thanks to Richard Garriott, without whose initial financial support and faith in the project, Crusader would not have been possible.

MANUAL ORDER FORM

To order the printed manual, please send this form along with check or money order for \$5.00 (US\$ or drawn on US or Canadian bank).

Electronic Arts
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 San Mateo, CA 94403
 Attn: CD Classic Manuals



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Crusader: No Remorse

If you need to contact us regarding the documentation, please call us at (415) 513-7555.

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STANDARD ARMAMENT *(excerpted from the online Resistance manual)*

Projectile Weapons

BA-40 "Patriot" Semiautomatic Pistol. ... *normally mounts a 20-round internal magazine.*

BA-41 "Peacemaker" Semiautomatic Pistol. ... *a variant on the BA-40 firing two-round bursts.*

RP-22 "Conciliator" Rifle .30. ... *a 60-round magazine, and is preset to fire in 2-round bursts.*

RP-32 "Pacifist" Semiautomatic Assault Rifle .30. ... *fires in three-round bursts.*

SG-A1 "Conformer" Shotgun. ... *carries a 12-round magazine.*

AC-88 "Reaper" Riot Gun. ... *a variation on the SG-A1 that fires at more than twice the rate.*

SW-404 "Spitfire" AP-MRL. ... *three self-propelled rounds which take off in a "fan" formation encompassing an arc of roughly 45 degrees. The magazine can hold up to 8 rounds.*

GL-303 Grenade Launcher. ... *mounts an internal, 10-grenade magazine.*

Energy Weapons *(All energy weapons must be powered by an external battery or similar power supply.)*

PA-21 "Arbitrator" Laser Pistol. ... *fires a single pulsed varicolor laser beam.*

PA-31 "Adjudicator" Laser Rifle. ... *fires five times for every three shots from a PA-21.*

PL-1 "Unifier" Plasma Rifle. ... *fires a pulse of superheated plasma ... up to six bursts per second.*

EM-4 "Vortex" Electromagnetic Pulse Rifle. ... *interferes with all standard servomechs.*

UV-9 "Pulsar" Ultraviolet Rifle. ... *a pulse of concentrated ultraviolet energy with an extreme incendiary effect.*

Demolition

Detpac. ... *a two-piece unit consisting of the actual explosive and a hand-held radio remote control detonator.*

Limpet Mine. ... *will detonate when any moving object approaches within about 1/2 meter (there is a built-in three second delay after activation to allow the placer to get out of range).*

Spider Bomb. ... *literally walks on mechanical legs to the point of detonation, guided by a hand-held unit.*

Other Equipment

Like energy weapons, shields and the EMP inhibitor must run off of an external battery.

Ionic Shield. ... *absorbs the kinetic energy of ballistic projectiles, greatly reducing their lethality.*

Plasma Shield. ... *more efficient than the ionic shield, and also reduces the destructive potential of energy weapons.*

Graviton Shield. ... *no known kinetic or electromagnetic force can penetrate this field.*

EMP Inhibitor. ... *temporarily causes all standard-model servomechs to cease to function.*

Medikit. ... *a one-use, electronic field dressing ... does not need to be linked to an external power supply.*

Batteries and Power Cells

There are three types of portable, rechargeable battery currently available, the chemical, fission (about twice the capacity of a chemical battery) and fusion (about twice the capacity of the fission battery). Multiple devices (i.e., a shield, an inhibitor and an energy weapon, for example) can all be run off the same battery.

Power cells are disposable, non-rechargeable energy storage units. Equipment cannot run directly off a power cell, but they can be used to recharge a battery. Power cells initiate a catalytic reaction in a battery that will cause any given battery type to recharge about 1/3 of its total storage capacity.

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