

IBM CD-ROM

THE LABYRINTH OF TIME™

REFERENCE CARD FOR IBM CD

KEYBOARD EQUIVALENTS



To skip Daedalus' introduction to the game (after the credits), press the **ESC** key.



To quit the game, press **Q**.



To cycle through important places on a screen (called hot spots), press the **Tab** key.

<http://www.replacementdocs.com>

ON THE MAIN CONTROL PANEL:



Take

To take something, press 1.



Move

To move something, press 2.



Open

To open something, press 3.



Close

To close something, press 4.



Look

To look at something, press 5.



Inventory

To go to the Inventory Control Panel, press 6.



Turn left, walk forward, turn right

To turn left, press 7.

To walk forward, press 8.

To turn right, press 9.



Map

To look at your map, press 0 (zero).

ON THE INVENTORY CONTROL PANEL:



Main controls

To go back to the Main Control Panel, press 1.



Disk access

To access file features like saving and loading, press 2.



Use

To use something, press 3.



Examine

To examine something in your inventory, press 4.



Scroll backward

To scroll backward through your inventory, press 5.



Scroll forward

To scroll forward through your inventory, press 6.

SYSTEM REQUIREMENTS

IBM AT or Compatibles.

Machine: 16-MHz 386 or faster required.

MB required: 524,288 bytes of conventional RAM free.

2048 free XMS or extended memory)

Compact Disc (CD) drive required.

Operating System: DOS 3.3 or higher.

Graphics: VGA required.

Mouse required.

WE RECOMMEND:

DOS 5.0 or greater

A SoundBlaster or compatible sound board

512K or greater SVGA video card with 640 x 480 VESA driver support

Double speed CD-ROM drive

PROBLEMS WITH THE GAME?

If you are having a problem installing or playing the game, we want to help.

- First, please make sure you have read the Installation and/or Getting Started section, and the System Requirements section of your manual or command summary card thoroughly.

If you have followed the directions in the documentation, and are still having trouble installing or operating the software, below are some hints that might help solve the problem.

NOTE: Before attempting any of the following suggestions, please make sure you are familiar with the DOS commands being used. Consult your DOS manual for more information.

SUPERVGA/ HI-RES/ VESA

In order to play The Labyrinth of Time in the SVGA mode 640x480 (hi-res mode), you'll need both a video card which supports this mode and a VESA SuperVGA BIOS Extension installed before you start the game. VESA stands for Video Electronics Standards Association. VESA SuperVGA BIOS Extensions is a set of functions added to a video board manufacturers VGA BIOS either through a small TSR (VESA Driver) or directly in the VGA ROM. These functions allow an application to query a video board about its high resolution modes and receive information back on how to operate the board and any of the extended modes available.

If the game is not loading in Hi-res and you have a video card which has at least 512k of RAM, your video card probably needs a TSR VESA driver to be loaded prior to playing. Consult the documentation and software that came with your video card on the loading of the driver or contact your video card manufacturer.

PROTECTED MODE

IBM computers that have the 80286 microprocessor (or higher) have the ability to switch between two operating modes; REAL and PROTECTED. Applications that run under REAL mode can only address up to 1 MB of memory, while PROTECTED mode can access far more memory using the memory-management features. Standard DOS applications normally will run in REAL mode only. However, DOS-extended programs will be able to run in PROTECTED mode, as well as programs written for protected mode operating systems. Labyrinth of Time uses a DOS extender to access Protected Mode. Protected mode can be utilized with EMS or XMS memory. We recommend that extended memory be used because when using EMS memory it will only use the amount allocated in the EMS line. When using extended (XMS) memory it will use all your machines available memory. For more information on expanded(EMS) and extended(XMS) modes consult your DOS manual.

TSRS/ DEVICE DRIVERS/ DOS SHELLS

TSR stands for Terminate and Stay Resident. A TSR is a program (such as a menu program) that automatically starts up when you start up your computer from a hard drive. These programs are usually installed in your autoexec.bat file (found in your root directory, usually C:). Device Drivers and DOS shells are also loaded automatically. These are usually installed in your config.sys file (also found in your root directory, usually C:).

These TSR's, device drivers, or other programs such as Microsoft Windows™ sometimes interfere with games, or take up valuable memory and system resources the game may need. With the exception of VESA drivers, we recommend that you not run any such programs, device drivers, or shells when attempting to play a game.

CHECKING THE AMOUNT OF AVAILABLE MEMORY:

Many problems occur when your machine doesn't have enough *available* Conventional (or Base) Memory. Although almost all machines have 640K of Conventional Memory, TSRs, Device Drivers, and other types of Memory Resident programs will reduce the amount of available base memory.

- To check the amount of available base memory, type **CHKDSK** (this stands for Check Disk), and press **ENTER**.

The last set of numbers, "Bytes Free", is the amount of available base memory. (Note that this number is in thousands of bytes and that 1024 bytes make up one kilobyte [K]). Check the *System Requirements* section of the manual; if your machine's available base memory is less than the program requires, then the problems that you are experiencing are probably related to a memory conflict. You should remove any memory resident programs to free up the memory needed. One way to accomplish this is to boot up your computer with a DOS boot disk.

DOS BOOT DISK

If you are having trouble installing your program, experiencing lockups, or other problems, we suggest you try starting up your system with a DOS Boot disk. Here are the steps for creating a DOS boot disk. Please follow these steps exactly.

IMPORTANT: To create a DOS boot disk you will need a blank disk the same size as your A: drive.

1. Type **c:** and press **ENTER**.
2. Place the blank disk into drive A:.
3. Type **format a:/s** and press **ENTER**.

Note: If you are formatting low density disks on a high density drive, use the following commands in place of step 3:

5.25" low density disk: Type **format a:/s /n:9 /t:40** and press **ENTER**.

3.5" low density disk: Type **format a:/s /n:9 /t:80** and press **ENTER**.

You will be prompted to insert a blank disk into drive A:.. Do so if you haven't already, and press **ENTER**.

5. Once the disk is finished formatting, you will be asked to label (name) the disk. Type in a label or press **ENTER** for no label.
6. You will now be asked whether you wish to format another disk. Type **N** and press **ENTER**.

You now have a DOS boot disk. This boot disk completely bypasses the autoexec.bat and config.sys on your hard drive and starts up your computer in as clean a DOS environment as possible.

FREEING UP ADDITIONAL MEMORY USING THE DOS BOOT DISK:

Users WITHOUT a memory manager: It is not possible to free up much more base memory without using a memory manager, which allows one to access Expanded Memory (EMS) or Extended Memory (XMS). Most memory ambitious games require Expanded Memory (EMS) while Windows usually uses Extended Memory (XMS). After completing the procedure below, use the **MEM** command to verify that "largest executable program size," and "bytes free EMS memory," meet the requirements in the *System Requirements* section of the manual.

To start up your machine using the DOS boot disk:

1. Insert the DOS boot disk into drive A:, then restart your machine. Your computer will boot up to the A> prompt.
2. Type **prompt SpSg** and press **ENTER**. The prompt now displays the current directory (A:\>).
3. Type **c:** and press **ENTER** to return to your hard drive.

Users with MS DOS 5.0 or greater: Rather than change your permanent system software configuration, you can use the DOS boot disk and the HIMEM and EMM386 memory manager software included with MS DOS 5.0 (or greater) to temporarily free up available base memory and set up Extended (XMS) or Expanded Memory (EMS). To do so, follow the instructions below.

NOTE: If you are NOT using the EMM386 memory manager, consult your manufacturer's manual for more information on the proper way to load the program through the CONFIG.SYS file.

READ THIS SECTION COMPLETELY BEFORE YOU BEGIN.

NOTE: The following section assumes that your root directory is C:.. If your root directory is other than C:., substitute the correct drive letter in the following commands.

To configure the DOS boot disk to free up additional base memory and to set up Expanded Memory (EMS):

1. Back up your CONFIG.SYS and AUTOEXEC.BAT files before editing them so that you can return to the originals if you have any problems:
 - i. At the C:\ prompt, type **copy c:\config.sys c:\config.bak** and press **ENTER**.
 - ii. Type **copy c:\autoexec.bat c:\autoexec.bak** and press **ENTER**.
2. Copy the CONFIG.SYS and AUTOEXEC.BAT files from the root directory on your hard drive (C:\) to the root directory on the Boot Disk that you have just created (A:\):
 - i. At the C:\> prompt, type **copy c:\config.sys a:** and press **ENTER**.
 - ii. Type **copy c:\autoexec.bat a:** and press **ENTER**.
3. Open the boot disk copy of the AUTOEXEC.BAT file (on A:) using the EDIT program from MS DOS 5.0 or greater:

To open the file from the C:\ prompt:

- i. Type **cd\dos** and then press **ENTER**.

ii. Type **edit a:\autoexec.bat** and press **ENTER**.

4. From the Boot Disk copy of the AUTOEXEC.BAT file, delete all lines, except the following:

```
@ECHO OFF
PROMPT $PSG
PATH=C:\;C:\DOS; (etc.)
<path>\MSCDEX.EXE [parameters regarding individual CD-ROM hardware setup]
LH <path>\MOUSE.COM
```

<path> is the directory in which your drivers are located.

The MSCDEX.EXE CD-ROM driver will be located in a directory that is created when your CD-ROM hardware is installed.

MS DOS 6.0 users: the MSCDEX.EXE driver is also located in the C:\DOS> directory.

[parameters regarding individual CD-ROM hardware setup] will vary depending on your particular CD-ROM player. This information should already be included after the MSCDEX.EXE driver in the AUTOEXEC.BAT file you have just copied. For additional information regarding the installation and setup of your CD-ROM player, please consult your CD-ROM documentation.

The mouse driver is normally located in one of the following directories:

C:\MOUSE, C:\WINDOWS, C:\ or C:\DOS.

If you do not have a line that loads your mouse driver, you must load a mouse driver before running your program.

Example: LH C:\MOUSE\MOUSE.COM

NOTE: Your mouse line may be different if you are NOT using the MOUSE.COM mouse driver. Do not change this line if it looks different. Drivers that have a .SYS extension will be loaded through the CONFIG.SYS file and you should leave that line the same when you are editing the CONFIG.SYS file. If you have other questions about loading your particular mouse driver, consult your mouse documentation or DOS manuals.

5. Save the edited AUTOEXEC.BAT file and open the Boot Disk copy of the CONFIG.SYS file from within EDIT.

i. To save, press **Alt-F** to bring down the File menu and press the “**S**” key.

ii. To open, press **Alt-F**, press the “**O**” key and then type “**A:\CONFIG.SYS**” and press the **ENTER** key.

6. While still in EDIT, delete all lines from the Boot Disk copy of the CONFIG.SYS file EXCEPT the following:

```
DEVICE=C:\DOS\HIMEM.SYS  
DEVICE=C:\DOS\EMM386.EXE NOEMS  
DOS=HIGH,UMB  
DEVICEHIGH=C:\<CD-ROM driver>
```

<CD-ROM driver> will vary depending on your particular CD-ROM player.

If your CONFIG.SYS file does not contain the last line of the above example, please consult your CD-ROM documentation.

If you do not have these lines, enter them now. If there is a line that loads a driver for your sound card and/or your SCSI Hard Drive controller, that information should be left alone.

If the HIMEM.SYS and memory manager files are not located in the DOS directory, replace DOS with the name of the directory where they are located in the first two lines of the above example.

MS-DOS 6.0 USERS: If you are using the DoubleSpace utility provided with DOS 6.0, you will need to load the DBLSPACE.SYS device driver into high memory in order to free up additional base memory. This can be done by adding an additional line to the CONFIG.SYS file you have just created on your boot disk. The CONFIG.SYS file should contain the following lines:

```
DEVICE=C:\DOS\HIMEM.SYS  
DEVICE=C:\DOS\EMM386.EXE NOEMS  
DOS=HIGH,UMB  
DEVICEHIGH=C:\DOS\DBLSPACE.SYS /M  
DEVICEHIGH=C:\<CD-ROM driver>
```

<CD-ROM driver> will vary depending on your particular CD-ROM player.

If your CONFIG.SYS file does not contain the last two line of the above example, please consult your CD-ROM documentation.

Your file should now look similar to one of the examples in step 6.

7. Save the edited CONFIG.SYS file and exit the EDIT program.
- To save, press ALT-F, then type S.
 - To Exit the Edit program, press ALT-F, then type X.

You now have a boot disk which should free up enough base memory and set up enough Extended (XMS) Memory to run the program. This boot disk bypasses the autoexec.bat and config.sys files on your hard drive and starts up your computer in as clean a DOS environment as possible. If you were having trouble installing your game, you can now try reinstalling. If you were having trouble loading your game, try starting the software from the directory you installed to.

To start up your machine using the DOS boot disk:

1. Insert the DOS boot disk into drive A:, then restart your machine. Your computer will boot up to the A:> prompt.
2. Type C: and press ENTER to return to your hard drive.

For more information on editing your CONFIG.SYS and AUTOEXEC.BAT files, or on changing your startup configuration, consult your DOS manual.

TECHNICAL SUPPORT

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support
P.O. Box 7578
San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Amount of and configuration of memory.
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

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