



# CHAPTER 1: SYSTEM REQUIREMENTS

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## Minimum Configuration

- 486DX2/50 MHz processor
- 4 MB RAM
- DOS 5.0 or higher
- Double-speed CD-ROM drive (300K/second transfer rate and  $\leq 400$  ms seek time)
- VGA video card
- 1 MB of free hard disk space
- Keyboard

## Supported

- Sound Blaster™ (or 100% compatible), Sound Blaster Pro, or Sound Blaster 16 sound card
- Gravis Ultrasound™ sound card
- Pro Audio Spectrum™ sound card
- Windows® 95 operating system

## Recommended

- 486/66 MHz processor
- Sound Blaster 16™ (or 100% compatible) sound card

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



# CHAPTER 2: COMMAND REFERENCE

## Menu Controls

<b>ACTION</b>	<b>PRESS</b>
Highlight menu item	↑ ↓
Cycle/toggle highlighted item	Spacebar or Enter
Adjust slider left/right	← →
Activate highlighted command/ Continue	Enter
Return to previous screen	Esc

## Gameplay Controls

<b>ACTION</b>	<b>PRESS</b>
Launch ball/Start new game	Hold ↓, then release
Left/Right flippers	LEFT/RIGHT Shift keys —or— LEFT/RIGHT Control or Alt keys
Nudge (i.e., 'tilt') up	Spacebar
Nudge left/right	Z/I
Toggle Message area on/off	Enter
Pause game	Pause
Scroll playfield up/down	Pg Up/Pg Dn
Exit game	Esc twice



## CHAPTER 3: QUICK START

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This section shows you how to install and launch *Extreme Pinball*™ from MS-DOS® or Windows® 95.

### DOS Installation

1. Insert the CD in your CD drive.
  2. At the DOS prompt, type **d:**  to change to your CD drive (substitute the correct letter of your CD drive if other than 'D:').
  3. When you see the 'D:' prompt, type **setup**  to start the installation program.
  4. First, you are prompted to select a hard disk to install to. The default drive is C:; type the letter of your hard drive if different. To continue, press . You are prompted to select a directory to install to.
  5. The default directory is C:\ EXTREME, but you can type the name of a different directory if you wish. To continue, press . The Install Size Select screen appears.
  6. To select a Full Install (12 MB hard disk space required; game can run without the CD in the drive) or Partial Install (only 200K disk space required, but the game runs directly off the CD), press   to highlight your install size, then press  to confirm. The Sound Card Select screen appears.
  7. Press   to highlight your sound card, then press  to confirm. Follow the prompts to confirm any more sound card options, and the Select Playback Quality screen appears.
  8. Press   to highlight the appropriate sound quality for your machine. The faster your CPU, the higher the sound quality that will run acceptably on your computer. Press  to continue, and you return to the main Setup menu.
- ☆ To go back and select a different sound card, highlight SELECT SOUND CARD and press , then follow steps 7 and 8 above.
- ☆ To view instructions, highlight INSTRUCTIONS and press .

9. To save your settings and exit to your operating system, highlight EXIT AND SAVE and press **Enter**. You return to your operating system.

## Running the Setup Program After Installation

After you've installed the game, you can run the setup program again to change your sound card settings.

1. Insert the CD in your CD drive.
  2. At the DOS prompt, type **d:\ setup** **Enter** to start the setup program (substitute the correct letter of your CD drive if other than 'D:').
- ☆ Follow the instructions above to change your sound card settings or view instructions.

## Starting the Game from DOS

1. Insert the CD in your CD drive.
- ☆ *If you selected **Full Install**, you can run the game from the hard disk without the CD in your CD drive. At the DOS prompt, move to the directory where the game is installed. By default, it is installed in C:\EXTREME, so you would type:*

```
c: Enter
```

```
cd \ extreme Enter
```

- ☆ *If you selected **Partial Install**, you must run the game from the CD. At the DOS prompt, type **d: Enter** to change to your CD drive (substitute the correct letter of your CD drive if other than 'D:').*
2. To start the program, type **extreme Enter**. The *Extreme Pinball* introduction screens appear.
- ☆ Press any key to advance to the Game Setup menu.

## Windows® 95 Instructions

*Extreme Pinball* runs automatically under the Windows 95 operating system when the CD is inserted in the drive.

## Installation for Windows 95

1. Start the Windows 95 operating system.
2. Insert the CD into your CD drive. The first time you insert the CD, the





## NOTE

installation program automatically begins.

3. Follow the instructions in steps 4—9 of the *DOS Installation* section above to select a hard drive, directory, and sound card for *Extreme Pinball*.
4. When the setup program is finished running, the game automatically begins.

## Starting the Game from Windows 95

After you have installed the game, the game begins automatically when the CD is inserted.

- ★ While running the Windows 95 operating system, insert the CD into the CD drive. The program begins.
- ★ When you exit from the game, you return to the Windows 95 operating system.



## CHAPTER 4: SETTING UP THE GAME

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### Game Setup Menu

Use the Game Setup menu to choose the table, number of balls, and number of players for your game. Default options are listed in **bold** type in this manual.

<b>ACTION</b>	<b>PRESS</b>
Highlight menu item	↑ ↓
Cycle/toggle highlighted item	[Spacebar] or [Enter]
Adjust slider left/right	← →
Activate highlighted command/	[Enter] Continue
Return to previous screen	[Esc]

BEGIN	Start a new game with the current settings.
SELECT TABLE	Select one of the four tables: URBAN CHAOS, MONKEY MAYHEM, MEDIEVAL KNIGHTS, or ROCK FANTASY. See <a href="#">Playing Pinball</a> .
PLAYERS	Select 1, 2, 3, or 4 player icons. When you select more than one player, players take turns shooting. (Watch the Scoreboard area at the bottom of the table to see who shoots next.)
BALLS	To cycle the number of balls per game between <b>3</b> , 5, or 7, press [Spacebar]. If you're a novice, increase the number of balls to give yourself more chances. As you improve, decrease the number of balls to raise the level of challenge.
OPTIONS	Go to Options screen to set sound and game options. See <a href="#">Options Menu</a> below.
HIGH SCORES	Go to High Scores screen to view the top scorers for the selected table. Press any key to exit.

☆ To view scores for a different table, select the table, and then select HIGH SCORES.

- CREDITS            Go to the Credits screen. Press any key to exit.
- QUIT                Select this item to exit to your operating system. (Or press **Esc** from the Game Setup screen.)
- ★ To start a new game with the current settings, highlight BEGIN and press **Enter**.

## Options Menu

Set sound and scoreboard display options.

- MUSIC VOLUME            Press **←** **→** to adjust the volume of the background music.
- SOUND FX VOLUME            Press **←** **→** to adjust the volume of the game sound effects.
- STEREO                    Toggle between **NORMAL** and **REVERSED** stereo channels.
- SCOREBOARD COLOR            Cycle through available colors for the table scoreboard.
- SCOREBOARD VISIBILITY            Cycle between **AUTO**, **MANUAL PREFERRED ON**, and **PREFERRED OFF**. **AUTO** means that the scoreboard is displayed only when necessary for gameplay, while **MANUAL** means that you can toggle the scoreboard on/off during gameplay by pressing **Enter**.
- EXIT                        Save your settings and return to the Game Setup menu.

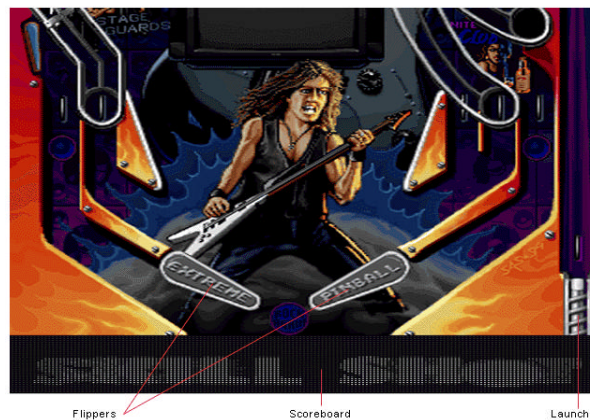


## CHAPTER 5: PLAYING PINBALL

### Starting a game

1. Select BEGIN from the Game Setup menu and press **Enter**. The selected Table appears. The camera scrolls up and down to show you the entire table. If you wait long enough, you can view a demo of the table—watch it to pick up tips.
2. To begin a game, press and hold **↓**. The camera immediately moves to the bottom of the table to show you the ball in the launcher tube.
3. To launch the ball, release **↓**.

### On the Table



- ☆ To launch the ball, press and hold **↓**. The longer you hold the arrow key, the further the plunger goes down (giving you more power). When you have the power you want, release the arrow key.

#### EA TIP

- ☆ To shoot with the left/right flippers, press LEFT/RIGHT **Shift**. This controls *all* flippers on the left or right side of the table. Alternatively you can use the left and right **Ctrl** and **Alt** keys to control the flippers.

#### EA TIP

- ☆ To apply a shot of body english to the table to nudge the ball upward, press **Spacebar**.

#### EA TIP

- ☆ To nudge the ball left/right, press **←/→**.



## EA TIP

- ☆ To toggle the Scoreboard at the bottom of the screen on/off, press **[Enter]**.
- ☆ To pause the game, press **[Pause]**. To continue, press any key.
- ☆ To exit the game and return to the Game Setup menu, press **[Esc]** twice.

## After the game

Sure, it was fun while it lasted, but eventually your last ball disappears down the chute, leaving you wanting more, more, more! Hey, look on the bright side—at least you don't have to pump any more quarters in.

- ☆ If you achieved one of the ten highest scores, you're prompted to enter your name. Type in the letters, and then press **[Enter]** to confirm.
- ☆ To start a new game on the current table, press **[↓]**.
- ☆ To exit and return to the Game Setup screen, press **[Esc]** twice.



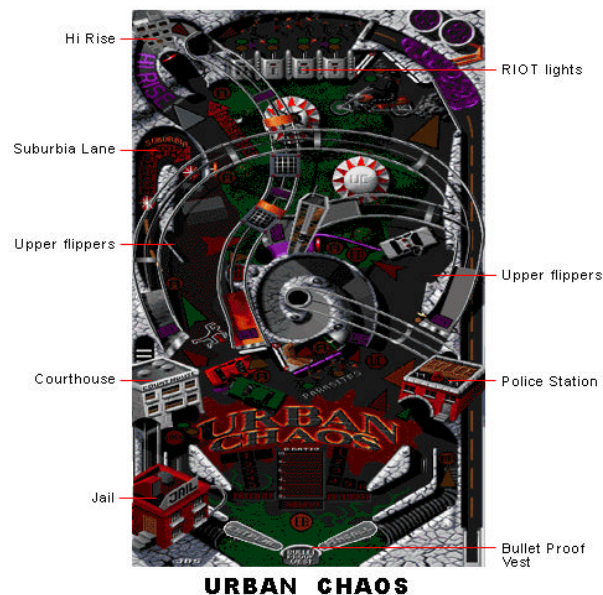
## CHAPTER 6: TABLES

### Urban Chaos

The brave new world of the future turns out to be a lot like the bad old world of Urban Chaos. The city of Televox 203 (in the future, cities are named for their network addresses) has become isolated from other cities due to communications failures and infrastructure decay. Your task: to restore order by stamping out crime and scoring mondo points.

#### Tips

- ☆ When your Bullet Proof Vest ball saver is filled, keep the flippers down when the ball rolls down the middle—the vest will keep the ball from going down the drain. If the flippers are up, the ball may slip through.
- ☆ To get an SCP MONITOR REPORT detailing the status of your bonuses, hold the left or right flipper in the **up** position.
- ☆ One of the main goals in the game is to activate all six SCPMON Network links. Once all 6 links are active, you are eligible for multiball and very high scoring:



LINK NAME	DESCRIPTION	LINK ACTIVATOR TARGET
L1	Lower ramp in the center of the playfield.	Oversized drop target in front of the ramp (must be hit twice)
L2	Middle ramp connected to L1, L4, and L5	Suburbia bull's eye
L3	Side ramp in the middle of the playfield that connects to L4.	Suburbia Lane
L4	Large horseshoe-shaped loop that goes around the playfield	Hi-Tek bull's eye
L5	Top ramp that goes to the isolation area Precinct kickout	Isolation area Rehab captive ball
L6	The City Hall Spiral	Parasites bull's eye

## Monkey Mayhem

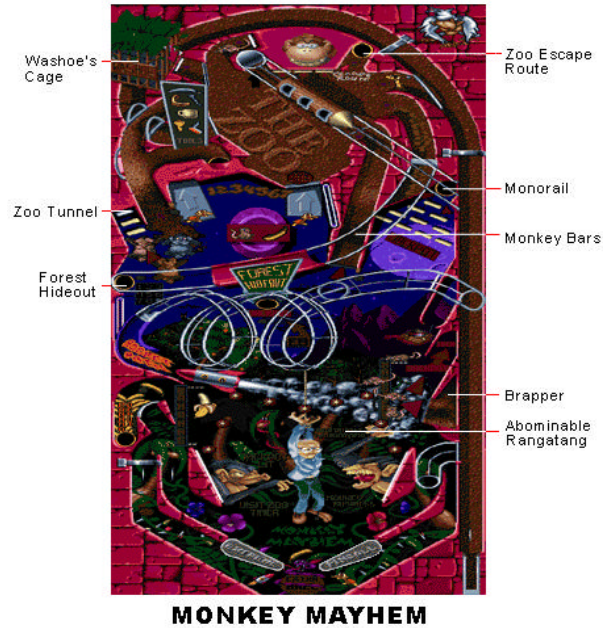
Astronaut Binford T. Dremmel was on an uneventful intergalactic mission when he accidentally warped through a worm hole and ended up in uncharted space. Out of fuel, he crashed on a mysterious planet known only as the Monkey Planet. When he stumbled from the wreckage of his ship, he was taken prisoner by alien chimps!

As Dremmel, you must gather tools to help you survive and repair your ship. If you can activate the Brapper (a huge board, that when pulled back far enough, will fire the spaceship along the rocket path and away from the Monkey Planet) with the aid of some friendly hamsters, Dremmel may someday return to Earth with a story that will guarantee him millions on the talk show circuit...

### Tips

- ★ THE MONORAIL–Ride the monorail 15 times and receive a “frequent rider” bonus. After each bonus, the rides necessary increases.
- ★ RIFF RAFF THE GIRAFFE–Every 10 shots that hit RIFF RAFF puts a YUM YUM BIRD in the ZOO TUNNEL to be collected
- ★ TOOLS CACHE–Open the diverter to the tools cache by 2 HIGH ROAD ramp shots followed by a hit to WASHOE’S CAGE. Eventually, the number of HIGH ROAD ramp shots increases to three. After all six tools are collected the seventh trip starts a special high value bonus round called “TOOLTIME”.
- ★ FOREST HIDEOUT SECRET ENTRANCE–Gain entrance to the

forest hideout by dropping all of the TREES IN THE JUNGLE. Each entrance rewards a JUNGLE TREASURE.



☆ To increase Banana prices:

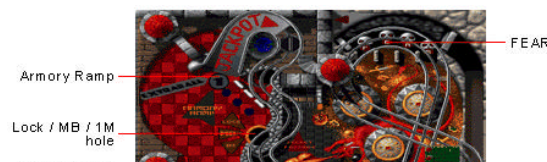
TARGET	BANANA PRICE INCREASE
Abominable Rangatang Drop Target	5K
Yum Yum Bird	20k
Jungle Treasure	10k
Forest Hideout	3k
Zoo Escape Route	3k

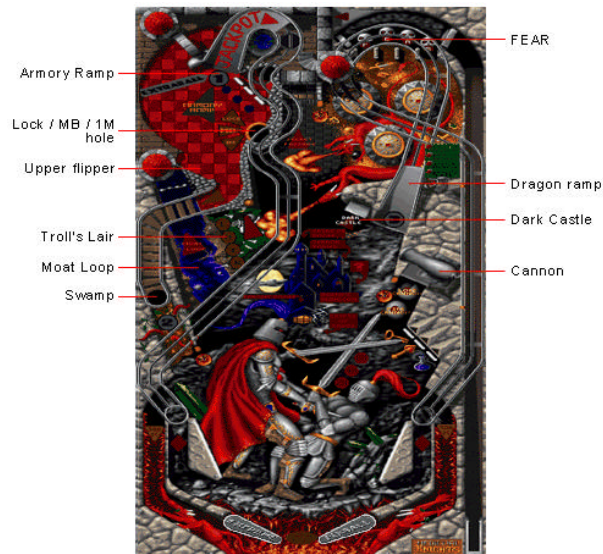
☆ SECRET COMBO SHOTS—There are three secret combinations of certain shots that award large bonuses if they are hit within a certain period of time. See how many you can figure out!

☆ To get BINFORD'S REPORT on the status of your bonuses, hold the left or right flipper in the **up** position.

## Medieval Knights

Welcome to the realm of medieval knights. Here, you battle trolls, dragons, bats, and the deadly terrors of the dark castle. If you're valiant, you may ascend to the throne room. But beware, or you may be banished to death's dungeon!





**MEDIEVAL KNIGHTS**

## Tips

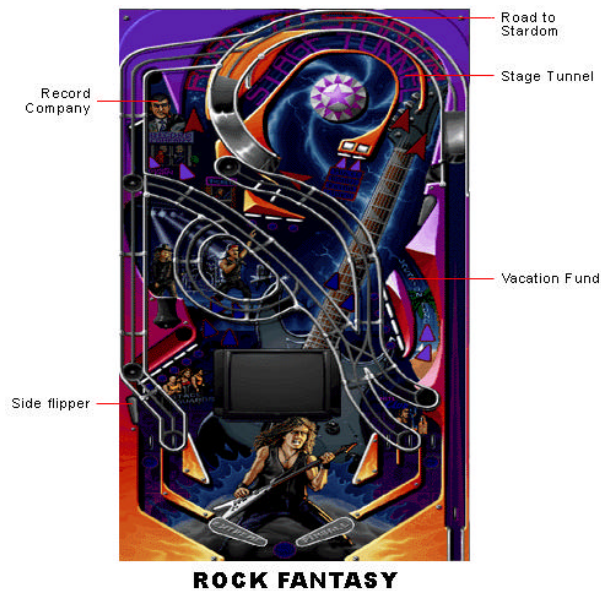
- ☆ **ROLLOVER LIGHTS (FEAR)**—Aim for the flashing letter. The value increases each time you hit it.
- ☆ **ROLLOVER LIGHTS (FEAR)**—Light all of the letters and the end of ball multiplier is increased.
- ☆ **DROP TARGETS (Key, Mace, Potion)**—Values increase if the target is lit before it is dropped.

TARGET	TO LIGHT THE TARGET
Key	Shoot the TROLLS LAIR
Mace	Shoot the MB/1M/LOCK hole in the castle
Potion	Shoot the SWAMP



- ☆ **TROLL'S LAIR**—Score points for each letter. Shoot all four letters and triple the value of MOAT LOOPS.
- ☆ **MOAT LOOP**—Open the MOAT GATES by hitting the green bull's eye beside the TROLLS LAIR. The value increases with each loop.
- ☆ **GREEN BULL'S EYE**—Value increases significantly when lit. Light the bull's eye by an ARMORY RAMP shot.

## Rock Fantasy

Step back to the mythic era when the legendary band Rock Makers first formed. As manager, it's up to you to assemble lead singer Jerry K., guitarist Pete, bassist Lyle, and drummer Mad Dog D into the Rock Makers and drive them on a path to stardom. If you have the makings of a Malcolm McLaren, you'll see the boys perform on stage for their adoring fans, complete with a video screen and cannon to fire off.



## Tips

- ☆ **FRONT STAGE**—The target values increase significantly when balls are locked.
- ☆ **DANCE ACROSS THE STAGE TRAIL**—Increase the value of each loop on this trail each time you drop all four of the **EQUIPMENT** drop targets.
- ☆ **GROUP DROP TARGETS**—Each time you drop all four targets, the **ROAD TO STARDOM** lane is lit for 5 seconds for greatly increased values and the **VACATION FUND** value increases.
- ☆ **LETTER WHEELS**: Shoot the letter wheels and spell a word to receive the reward.
- ☆ **CANNON**: Press   to direct the cannon launch.
- ☆ **SECRET COMBO SHOTS**—There are 3 secret combinations of certain shots that award large bonuses if they are hit within a certain period of time. See how many you can figure out!

## Credits

### **For Epic MegaGames:**

Producer: James Schmalz

Game Design: James Schmalz, Terry Cumming

Lead Programmer: Chad Faragher

Programming: Nick Oddson

Art: James Schmalz, Nick Stadler, Lennart Sas, David Carter

Additional Art: Jeremy War, Shannon Maracle

Music: Robert Allen, Alex Brandon, James Schmalz

Sound Effects: Alex Brandon, James Schmalz, Lisa Schmalz

Voice Effects: Alex Brandon, Eric Downer

### **For Electronic Arts:**

Executive Producer: Scott Orr

Supervising Producers: Rob Martyn, Michael Pole

Producer: Happy Keller

Assistant Producers: Greg Kawamura, Sean House

Product Manager: Reagan Luntz

Documentation: David Lee, Jason Armatta

Documentation Layout: Tom Peters

Package Design: Michael Lippert

Package Art Direction: Nancy Waisanen

Quality Assurance: Brian Studwell

Contract Administrator: Kyra Pehrson

Special Thanks: Robert Gonzales, Dana Loberstein



Digital Extremes (L-R): Nicholas Oddson, Jeremy War, James Schmalz, and Chad Faragher



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**James Schmalz:** Graduated from the University of Waterloo in Mechanical Engineering 1992. Started making computer games full-time after the release of the shareware game Solar Winds. Went on to create Epic Pinball. Interests include reading, working out at the gym and um...computer games.

**Chad Faragher:** Raised in Northwestern Ontario. Attended University of Waterloo for Computer Science. Interests include music, improvisational comedy, and computers. Breakfast, lunch, and dinner at MacDonalds. Sleep in the day, work with the Zombies. Summoned by DE in May of 1994. A special thanks to all those who stayed up late with me.

**Nicholas Oddson:** Came from Kenora (similar to Chad), and also attended the University of Waterloo for Computer Science. I tend to spend my time jamming with Chad, reading various novels from the Fantasy genre and performing improvisational comedy in a local troupe. All in all, Chad and I are very similar... Man, I've got to get some sort of identity. Favorite game: Sopwith. Favorite table: Probably Monkey Mayhem, but they're all great. Started working for DE in April '95.

**Jeremy War:** I was born in Mississauga, Ontario and am currently attending the University of Waterloo. My future goals involve continual work in game design and development. My main areas of interest encompass science fiction, drawing, and computer graphics. In my spare time I enjoy hockey, martial arts, and, of course, computer gaming. I am DE's newest acquisition and am having a great time! Hey Kid, how's it going?





## CHAPTER 7: PROBLEMS With YOUR SOFTWARE?

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If you are having a problem installing or using your software, we want to help.

- First, please make sure you have read thoroughly the [Installation](#) and [System Requirements](#) sections at the beginning of the manual.



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

### CD Problems

A double-speed CD-ROM drive is required to run *Extreme Pinball* directly off the CD—and you'll get even better results from a triple- or quad-speed CD drive.

#### Receive “File not found” error message when installing or running the game

- Make sure the game was properly installed. See [Quick Start](#).
- Make sure that the CD is in the CD drive. The CD must be in the drive to install or run the game.
- Make sure that the correct driver for your CD drive is loaded in your AUTOEXEC.BAT and CONFIG.SYS files. (Example: In AUTOEXEC.BAT, your CD driver line could be: “C:\DOS\MSCDEX.EXE /S /D:SONY\_000”, and in CONFIG.SYS, the CD device driver might appear similar to “C:\DEV\SLCD.SYS /D:SONY\_000 /B:340 /M:P /V /C”.)

### Memory Problems

*Extreme Pinball* requires 430K free conventional memory (500K+ recommended for full sound) and 3 MB of extended memory (XMS) to run.

#### Receive “Out of memory” message

Your system does not have enough free memory available.

- Make sure your system has at least 4 MB of RAM.

- Make sure you have at least 430K conventional memory and 3 MB XMS free:
- Type **mem /c**  from the DOS prompt to check the amount of available memory on your system. A memory summary statement similar to the following is displayed (exact numbers will vary by system):

TYPE OF MEMORY	TOTAL	= USED	+ FREE
Conventional	651,360	63,344	592,016
Upper	158,560	156,256	2,304
Reserved	393,216	393,216	0
Extended (XMS)	15,570,080	2,385,056	<b>13,185,024</b>
Total memory	16,777,216	2,997,882	13,779,344
Total under 1 MB	813,920	219,600	594,320
Largest executable program size		<b>591,728</b>	<b>(578K)</b>
Largest free upper memory block		1,284	(0K)

MS-DOS is resident in the high memory area.

The important numbers are bold. The “Extended (XMS)” line must read **3,145,728** bytes or higher in the “Free” column. The “Largest executable program size” line must read **440,320 (430K)** or higher. For detailed information on freeing up additional memory, refer to [Creating a DOS Boot Disk](#).

## General Memory Information

- We recommend that you use the HIMEM.SYS extended memory manager instead of the EMM386.EXE expanded memory manager or a third party memory manager such as QEMM386.SYS.
- We recommend that you do not load ANSI.SYS.
- We recommend that you do not load DOSKEY.COM.
- We recommend that you do not use a disk caching utility such as SMARTDRV.EXE.

## Sound problems

*Extreme Pinball* supports Sound Blaster™, Sound Blaster Pro™, Sound Blaster 16™, and 100% Sound Blaster compatible sound cards, as well as Pro Audio Spectrum and Gravis Ultrasound cards.

## Installed sound card, but there is no sound

- If you are having difficulties with your sound card, please note that the preferred IRQ setting for this game is 5 or 7. If your IRQ settings is *not* 5 or 7, please change it on your DOS boot disk. If you are unsure how to check or change your IRQ setting, refer to your sound card documentation or contact your sound card manufacturer.
- Make sure your speakers or headphones are plugged into the appropriate jack and the volume control is turned up.
- Make sure you selected the correct sound card.
- Refer to [Sound Configuration](#) below.

## Installed sound card, but get static from speakers

- Make sure you selected the correct sound card.

## Sound Configuration

Make sure the appropriate statement for your sound card is included in your AUTOEXEC.BAT file:

<b>Sound Card</b>	<b>Statement</b>
Sound Blaster	SET BLASTER=[settings] T1
Sound Blaster Pro	SET BLASTER=[settings] T4
Sound Blaster 16	SET BLASTER=[settings] T6
Gravis Ultrasound	SET ULTRASOUND=220,1,1,11,15

- If the appropriate statement is not included in the AUTOEXEC.BAT, consult your sound card documentation and/or run the configuration utility for your sound card.



## CHAPTER 8: CREATING A DOS BOOT DISK

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Starting your computer using a DOS boot disk allows you to free up more memory without altering the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive. Booting your computer with a DOS boot disk does not prevent you from accessing your hard drive, it merely provides a different method for configuring your memory. After you create a DOS boot disk, you will copy your CONFIG.SYS and AUTOEXEC.BAT files from your hard disk onto the boot disk and modify these copies. We recommend using this procedure to avoid altering the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive, which may affect your memory configuration for running other applications.



### NOTE

Below are instructions for creating a DOS boot disk. Please follow these steps exactly.

1. From the DOS prompt, type `C:` then press `Enter`.
2. Place the blank disk into drive A:.
3. Type **format a:/s** and press `Enter`. Be sure to include the spaces.
4. 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 name and press `Enter` or simply press `Enter` for no name.
6. A prompt appears asking whether you wish to format another disk. Type `N` then press `Enter`.



### NOTE

You now have a DOS boot disk. Rather than changing your permanent system software configuration, you can use the DOS boot disk and the HIMEM memory manager software included with MS DOS 5.0 (or greater) to temporarily free up conventional memory and set up Extended (XMS). To do so, follow the instructions below.

### **READ THIS SECTION COMPLETELY BEFORE YOU BEGIN.**

To configure your DOS boot disk to free up additional conventional memory and enable Extended memory:

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:

- a. At the C:\ prompt, type **copy c:\ config.sys c:\ config.bak** Enter.
  - b. Type **copy c:\ autoexec.bat c:\ autoexec.bak** 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:\):
- a. At the C:\ prompt, type **copy c:\ config.sys a:\** Enter.
  - b. Type **copy c:\ autoexec.bat a:\** 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:
- a. From the C: prompt, type **cd \ dos** Enter.
  - b. Type **edit a:\ autoexec.bat** Enter.
4. From the boot disk copy of the AUTOEXEC.BAT file, delete all lines except the following (items enclosed in [brackets] indicate system-specific variables):

Line	Notes
PATH=[Path]	[Path] will vary by system
PROMPT \$P\$G	
[Your sound card driver]	Example: SET SOUND = C:\ SBPRO
	SET BLASTER = A220 I7 D1 T4)
[Your CD-ROM driver]	Example:C:\ DOS\ MSCDEX.EXE
	/S /D:SONY_000
C:\ [directory]\ MOUSE.COM	(Or equivalent mouse driver)

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



- To save, press Alt-F to bring down the File menu, then type S.
- To open, press Alt-F, type O, then type **a:\ config.sys** and press Enter.

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

Line	Notes
DEVICE=C:\ DOS\ HIMEM.SYS	(Or C:\ WINDOWS\ HIMEM.SYS)
DOS=HIGH	
BUFFERS=30	
FILES=30	
[Your CD-ROM device driver]	Example: C:\ DEV\ SLCD.SYS/D:SONY_000
	/B:340 /M:P/V /C

Your CONFIG.SYS file should now look like the above example. If it does

not, edit it now to make it look similar to the text above.

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 conventional memory and set up enough Extended memory to run the program. The boot disk bypasses the AUTOEXEC.BAT and CONFIG.SYS files on your hard drive and configures your memory based on the AUTOEXEC.BAT and CONFIG.SYS files on your boot disk.

#### **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.



#### **NOTE**

## 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 video card, sound card, monitor, BIOS, etc.).
- DOS and/or Windows 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.

**EA Tech Support Fax:** (415) 286-5080.

## **How to reach us online**

**CompuServe:** Game Publishers Forum A (GO GAMAPUB)

Or send e-mail to 76004,237

**America OnLine:** Send e-mail to ELECARTS

**Internet e-mail:** support1@ea.com

Or send e-mail to elecarts@aol.com or 76004.237@compuserve.com

**World Wide Web:** Access our Web Site at <http://www.ea.com>

**FTP:** Access our FTP Site at <ftp.ea.com>

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

In **Australia**, contact:

Electronic Arts Pty. Ltd.

P.O. Box 432

Southport Qld 4215

Australia.

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 835

Slough SL3 8XU, UK

Phone (753) 546465.

In **Australia:**

Gameplay, Hints, and Tips Line Phone:

1 902 262 062 (1.00 per min.) ITMS

Technical Support Phone:

1 902 263 163 (2.00 per min.) ITMS

7 days a week 8:30 AM—10:30 PM.

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