



THE
LABYRINTH
OF TIME



READ ME FIRST!

ELECTRONIC ARTS PRESENTS

CD-ROM CLASSICS

THE LABYRINTH OF TIME™

To View the Origin On-Line Catalog:

1. Insert the CD in your CD drive and start Windows
2. From the Windows Program Manager, choose RUN...from the File menu. The Run dialog box appears.
3. Type
(If your CD-ROM isn't drive D:, substitute the appropriate letter for "d".)
4. Click OK or press and follow the instructions on your screen.

The system requirements and procedure for starting and playing *The Labyrinth of Time* are listed below. Please refer to the on-line documentation for all other gameplay information (see *Using the On-Line Documentation* below).

Documentation and a preview of new EA titles are provided on-disk.
If you would like to receive the printed manual, please see the order form on the back cover.

System Requirements

MACHINE	386/16MHz or faster
RAM	640K (512K free) 4MB RAM (2MB XMS free)
DOS VERSION	3.3 or higher
GRAPHICS	VGA
REQUIRED	CD-ROM drive, mouse
RECOMMENDED	DOS 5.0 or greater, Double-speed CD-ROM drive
SUPPORTED	Soundblaster and 100% compatible soundcards SVGA VESA compatible video cards (640x480: 512K VRAM)

To start the game

1. At the DOS prompt, type **D:** (or the letter of your CD drive, if different) and press **ENTER** to move to the CD drive.
2. Type **L A B** and press **ENTER** to start the game.

NOTE: This game is a DOS-based application and is not meant to be run through Windows.

Consult the on-line *The Labyrinth of Time* Manual and Reference Card (LABYRNTH.PDF) located on the *CD-ROM Classics* CD for details of how to find your way through *The Labyrinth of Time*.

Using the On-Line Documentation

DOS USERS:

To install the DOS Adobe Acrobat on-line document reader:

NOTE: If you have Microsoft® Windows™ installed, we recommend that you install the Windows version of the Adobe Acrobat reader for greater ease of use when reading the on-line manuals. See below for instructions on installing Acrobat for Windows.

NOTE: If you have already installed the Acrobat reader from another *CD-ROM Classics* title, it does not need to be re-installed—skip to the *To Start Adobe Acrobat for DOS* or *To Start Adobe Acrobat for Windows* section.

1. Insert the CD in your CD drive.
2. Type **D:** (or the letter of your CD drive, if different) and press **ENTER** to move to the CD drive.
3. When you see the "D:" prompt, type **INSTALL** and press **ENTER**.
4. You are asked whether you want to install The Acrobat Reader for DOS. Press **Y** to install or **N** to stop installation. Follow the menu prompts to install the on-line documentation reader.
 - To highlight a menu item, press the arrow cursor keys **↑/↓**.
 - To activate the highlighted item, press **ENTER**.

System requirements for DOS:

386- or 486-based PC (486 recommended), DOS 3.3 or higher
2 MB of available RAM (4 MB or more recommended)
4 MB hard disk space
Microsoft-compatible mouse
VGA graphics
Postscript or LaserJet printer supported

To start Adobe Acrobat for DOS:

1. The CD must be in the drive to run the program.
2. Move to the directory where Adobe Acrobat is installed. By default, it is installed in C:\ACRODOS, so you would type:

C: **ENTER**

CD\ACRODOS **ENTER**

3. Type **ACROBAT** **ENTER** to start the program.

NOTE: If you receive an "ACROBAT.INI" error message when running Acrobat, see *Creating a Boot Disk* below.

To open an on-line document file:

- Select Open from the File menu. (The on-line documents are located on the *CD-ROM Classics* CD.)
- Double-click on the **D:** (or appropriate CD drive letter) from the DRIVE dialog box.
- Double-click on an on-line documentation file to open it. The file(s) are:
LABYRNTH.PDF *The Labyrinth of Time* Manual and Reference Card.

WINDOWS USERS:

System requirements for Windows:

- 386-or 486-based PC (486 recommended)
- 4 MB RAM
- Microsoft Windows 3.1 or greater

To install Adobe Acrobat for Windows:

1. Insert the CD in your CD drive. The CD must be in the drive to install and run the program.
2. Start Windows.
3. From the Windows Program Manager, choose RUN... from the File menu. The Run dialog box appears.
4. Type `d:\adobe\acrowin\acroread.exe`
(If your CD-ROM isn't drive D:, substitute the appropriate letter for 'd'.)
5. Click OK or press **ENTER** and follow the instructions on your screen.

NOTE: In order to install Acrobat 2.0, 32-bit addressing must be turned off in the Windows control panel.

To start Adobe Acrobat for Windows:

1. Start Windows and ensure that the CD is in the drive.
2. If the *Acrobat Reader 2.0* icon is not visible in the Program Manager window, double-click on the Acrobat program group icon. The Acrobat window opens.
3. Double-click the Acrobat Reader 2.0 icon. The program begins.

To open an on-line document file:

- Select Open from the File menu. Use the FILE NAME: dialog box to select the directory of the file (The on-line documents are located on the *CD-ROM Classics II* CD).
- Type `D:\` (or appropriate CD drive letter) and press **ENTER**. Double-click on an on-line file to open it. The files are:
`LABYRNTH.PDF` *The Labyrinth of Time* Manual and Reference Card.

To print a document file:

- Select PRINT from the File menu. Choose the range you want to print from the Print Range dialog box.
- If you receive a "Acrobat does not support printing at this device resolution..." message, increase the resolution in the Print Quality dialog box.
- In DOS, prior to printing, go into PRINT SETUP from the File menu. Choose Bitmap, which will provide a list of available printer devices.
- The Adobe Acrobat Document Reader does not support 9-pin printers.

To learn how to use Adobe Acrobat:

- Open the file `HELP_R.PDF` in the `C:\ACROREAD\HELP` directory on your hard drive. Complete Acrobat instructions are contained in this file.
`C:\ACRODOS\HELPPREAD.PDF` for DOS version

Quick Acrobat Tips:

- If you have difficulty viewing documents, click on the magnifying glass icon on the bottom of the screen to increase resolution.
- Each document file contains bookmarks that function as an electronic table of contents. To view bookmarks, select Bookmarks and Page from the View menu. The bookmarks appear to the left of the document window.
- To jump to the page associated with a bookmark, double-click on the page icon next to the bookmark.
- To show or hide any subordinate bookmarks, click the triangle to the left of bookmark.
- To move through the document one page at a time click the Previous or Next Page buttons or press the / cursor keys.
- To move through a document one screen at a time, click above or below the scroll box in the scroll bar or press the / keys.

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.

Creating a 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**.

4. 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.
5. You will now be asked whether you wish to format another disk. Type **N** and press **ENTER**.

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 pg` 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 letter in the following commands.

To configure your DOS boot disk to free up additional conventional memory and to set up the required amount of Extended (XMS) 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:
 - 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 press **ENTER**.
- ii. Type `edit a:\autoexec.bat` and press **ENTER**.

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

```
@ECHO OFF
PROMPT $P$G
PATH=C:\DOS
```

```
LH <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 *The Labyrinth of Time* 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.
 - 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:
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE NOEMS RAM
DOS=HIGH,UMB
BUFFERS=30
FILES=30
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.

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 conventional memory. This can be done by adding an additional line to the CONFIG.SYS file on your boot disk. The CONFIG.SYS file should contain the following lines:

```
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE NOEMS RAM
DOS=HIGH,UMB
DEVICEHIGH=C:\DOS\DBLSPACE.SYS /M
DEVICEHIGH=C:\<CD-ROM driver>
BUFFERS=30
FILES=30
```

NOTE: The BUFFERS and FILES lines must read as above to resolve any "ACROBAT.INI" error messages from the Acrobat document reader program.

Your CONFIG.SYS file should now look like one of the above examples. If it does not, edit it or add the above lines now to make it identical to the text above. The one exception may be that the C:\DOS section of the HIMEM.SYS and EMM386.EXE lines may read C:\WINDOWS. You may leave these lines with the C:\WINDOWS.

Examples: C:\WINDOWS\HIMEM.SYS
C:\WINDOWS\EMM386.EXE NOEMS

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 (XMS) 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 edits to the AUTOEXEC.BAT and CONFIG.SYS files on your boot disk. 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.

NOTE: If you want to return your system to its normal memory configuration, simply remove the DOS boot disk from the A: drive and restart your machine.

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 sound card, 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.

In the United Kingdom, contact: Electronic Arts Limited, P.O. Box 835, Slough SL3 8XU, UK. Phone 1753-5466465.

In Australia and New Zealand, contact: Electronic Arts Pty. Limited, P.O. Box 432, Southport, QLD 4215, Australia.

Within Australia call (07) 5528-0800.

Within New Zealand call (61-07) 5528-0800 between 9am and 5pm Eastern Standard Time.

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Need Help? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-288-HINT (4468) In CANADA, dial 900-451-4873

75c per minute (95c for first minute). \$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch-Tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

NOTE TO HOTLINE CALLERS:

To help you quickly locate the information you need, Electronic Arts will gladly send you printed menus. To receive a copy, please send your **name, address, title of game** you want the menu to, and the **hardware** (Genesis, Super NES, IBM, etc.) to:

Hotline Menus
P.O. Box 7578
San Mateo, CA
94403-7578

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The Labyrinth of Time™

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