

ELECTRONIC ARTS PRESENTS

CD-ROM CLASSICS

GOLD EDITION

NOCTROPOLIS™

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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

Computer. *Noctropolis* requires at least an IBM 386/33 or 100% compatible system, and MS-DOS version 5.0 or higher.

Video Card. VESA — compliant SVGA (640x480 or 640x400).

Mouse. *Noctropolis* requires a Microsoft or 100% compatible mouse using Microsoft software driver version 7.0 or higher.

Memory. *Noctropolis* uses 500K conventional RAM (base memory) and either extended memory (XMS) or expanded memory (EMS). You must have a minimum of 4 megabytes of RAM installed in your machine.

Installation

For DOS

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

1. Turn on your computer and wait for the DOS prompt. Some machines boot directly to Windows, or a different shell environment. Be sure to exit Windows (or other shell program).
2. Insert the CD disk for *Noctropolis* into your CD-ROM drive.
3. Go to your CD-ROM drive (usually D:) by typing `d: [ENTER]`.
4. Type `origin` and press `[ENTER]`.
5. When prompted, follow the installation program.
6. Go to the drive the game is installed on (usually C) by typing `c: [ENTER]`.
7. Type `cd\noctrop [ENTER]` to change to the *Noctropolis* directory.
8. Run *Noctropolis* by typing `dark [ENTER]`.

For Windows® 95

1. Start the Windows 95 operating system.
2. Insert the CD into your CD drive. The Electronic Arts launcher screen appears.
 - To quit without install, select Exit.
 - Your system may not be configured to run the launcher automatically. If the launcher does not appear: Open the Start menu and click Run. Select Browse and open the pull-down

Look in menu and click Run. Select the *Noctropolis* icon, then select Autorun. Click OK, and the launcher appears.

3. Click Create Shortcuts. A shortcut is created in the *Noctropolis* program folder.
4. Double-click the *Noctropolis* Installer shortcut icon. A dialog box appears, informing you that the program runs in MS-DOS mode, and that all other programs will close if you continue.
5. To continue, click Yes. (To cancel and return to Windows 95, click Exit.) Your computer boots to DOS mode and the installation screen appears.
 - If the installer does not run, you may need to modify *Noctropolis* MS-DOS startup. See *To Modify Your MS-DOS Startup* below.
6. Follow the onscreen prompts to complete installation.
7. In order to run the game, a *Noctropolis* startup icon must be created.
 - To create a *Noctropolis* startup icon:
 - a) Click `[Start]` on the taskbar.
 - b) Click `Run....`
 - c) Type `D:\AUTORUN [ENTER]`. (Substitute the correct CD drive letter if other than 'D:'.) The launcher appears.
 - d) Click `Create Shortcuts`. You now have a *Noctropolis* icon from which to run the game.

Changing Your Sound Card Configuration

If you ever add a sound card (or change from one sound card to another), you must reconfigure the sound card configuration for *Noctropolis*. Doing so will not harm your saved games. Return to the drive and directory where you installed the game (the default is `C:\NOCTROP`) and type `instaln.exe [ENTER]`. Follow the prompts to change sound card settings.

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

If You Have Trouble Installing

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

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

Type **mem** **[ENTER]** from the DOS prompt.

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

- **LARGEST EXECUTABLE PROGRAM SIZE**
This number indicates how much conventional DOS memory is available. You must have at least 512,000 bytes (500K) listed here.
- **FREE EXTENDED (XMS)**
This is the amount of extended memory in your computer. You must have at least 3,145,728 bytes (3072K) listed here.
- **FREE EXPANDED (EMS)**
This is the amount of expanded memory configured for your system. You must have at least 3072K EMS memory.

If Installation Fails

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

Memory Requirements

Noctropolis can use three forms of memory: conventional RAM (base memory), extended memory (XMS) and expanded memory (EMS). As long as you have at least 500K of conventional memory, and at least 3072K free EMS, the game will run correctly. If you are unsure about any details regarding the different types of memory, consult your DOS manual.

Optimizing Your System

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

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

Using the On-Line Documentation

Installation

Windows 3.x Users

1. Start the Windows 3.1 operating system.
2. Insert the *CD ROM Classics* CD into your CD drive.
3. At the Windows Program Manager, choose RUN from the File menu. The Run dialog box appears.
4. To run the install program, type **d:\install** (or the appropriate drive letter) and click OK. The Electronic Arts Installation menu appears.
5. Click OK to accept the default drive and directory to install the on-line documentation to (C:\EA), or type the letter of the drive and the name of the directory that you want to install to.
 - To cancel the installation, click CANCEL.
6. Click OK to accept the default drive to install from (D:\DOC16), or type the letter of the drive you are installing from.

Windows 95 Users

1. Start the Windows 95 operating system.
2. Insert the *CD ROM Classics* CD into your CD drive. Click **Start**, then click **Run....** Type **D:\INSTALL** and click **OK**.
3. Click **Begin Installation** to install. The **Select Destination** dialog box appears.
4. Click **OK** to install the on-line documentation to the default drive and directory (C:\Program Files\Electronic Arts), or type in the name of the drive and directory that you want to install to.
 - To Browse for an alternate drive and directory to install the on-line documentation to, click the **...** button. The **Find** dialog box appears.
 - To cancel the installation, click **CANCEL**.

Viewing the On-Line documentation

Windows 3.x Users

1. From the Program Manager, open the Electronic Arts program group.
2. Double-click the *Noctropolis* User's Guide icon. The on-line document appears.

Windows 95 Users

1. Click the **Start** button, and then point to **Programs**.
2. Point to the **Electronic Arts** menu and click on the *Noctropolis* User's Guide. The on-line document appears.

Using the Index and Search Options in the On-Line Documentation:

The index included with the on-line documentation was designed to bring you to the general area where the topic you have chosen is located. Generally, the information you are looking for will be right at the section you go to, though it may be located slightly below the area you goto. If you need a more specific method of searching for information, please use the SEARCH option. The search option is designed so that you can enter a word or phrase, and it will show you the location of every instance of that word or phrase in the documentation. You will then have the option to go to the location of your choice that relates to the word or phrase you have chosen.

To Start the Game

For DOS

1. At the DOS prompt, type `cd\noctrop` and press **ENTER** to get to the *Noctropolis* CD directory.
2. Type `dark` 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 *Noctropolis* Manual and Reference Card.

For Windows 95

1. Insert the CD in your CD drive.
 2. Start the Windows 95 operating system.
Note: If you insert the CD into the CD drive after the Windows 95 operating system is already running, the Launcher screen appears. Click Exit to continue.
 3. Click Start on the Taskbar.
 4. Select Programs from the Start menu.
 5. Select Electronic Arts from the Programs menu.
 6. Select Classics from the Electronic Arts menu.
 7. Select Noctropolis from the Classics menu.
 8. Select Noctropolis from the Noctropolis menu. A dialog box appears informing you that the program runs in MS-DOS mode.
 - To continue, click Yes. If the game does not run, you may need to modify the Noctropolis MS-DOS startup. See *To Modify Your MS-DOS Startup* below, substituting the Noctropolis icon for the installer icon.
- Note: Please see the Online manual for gameplay instructions.

To Modify Your MS-DOS Startup

1. Right-click Start on the Taskbar.
2. Click Open.
3. Double-click the Programs folder.
4. Double-click the Electronic Arts folder.
5. Double-click the Classics folder.
6. Double-click the Noctropolis folder.
7. Right-click the Noctropolis icon and select Properties.
8. Select the Program tab and click Advanced.
9. Select MS-DOS mode and Specify a new MS-DOS Configuration. A message box may appear informing you that the program requires a mouse. If it does, click OK.
10. In the CONFIG.SYS for MS-DOS mode box, add the following lines:
DEVICEHIGH=C:\(your CD-ROM directory)\(your CD-ROM driver) /D:MSCD000
FILES=25
BUFFERS=25
11. In the AUTOEXEC.BAT for MS-DOS mode box, add the following lines:
C:\WINDOWS\COMMAND\MSCDEX /D:MSCD000
COPY C:*.WOS C:*.EA /Y
LH C:\(Your mouse directory)\(Your mouse driver)
12. Click OK, then click OK again.
Note: If you are still having problems, please see *Troubleshooting* on p. 11.

▷ CONFIG.SYS

DOS=HIGH,UMB

Device=C:\WINDOWS\Higmem.Sys

▷ AUTOEXEC.BAT

SET TMP=C:\WINDOWS\TEMP

SET TEMP=C:\WINDOWS\TEMP

SET PROMPT=\$P\$G

SET winboot_dir=C:\WINDOWS

SET PATH=C:\WINDOWS;C:\WINDOWS\COMMAND;

SET SNDSCAPE=C:\WINDOWS

SET BLASTER=122017 D1 T2

IMPORTANT INFORMATION—PLEASE READ

This product is designed to run in the MS-DOS environment. For DOS products to operate correctly under MS-DOS, real mode drivers need to be installed on the system. Real mode drivers allow your CD-ROM, SOUND CARD, and MOUSE to be recognized and function properly in DOS, and should be installed for any product that is intended for a DOS environment.

NOTE: Running MS-DOS in a windows or a DOS shell in Windows 95 is not the equivalent of an MS-DOS environment.

To find out if your system has real mode drivers:

1. From your Windows 95 desktop, click on **Start**. The Start menu appears.
2. Click on **Shut Down**. A dialog box appears.
3. Select **Restart the Computer in MS-DOS Mode**, and click **Yes**.
4. Once you are at the C:\WINDOWS prompt, try logging onto your CD-ROM drive by typing the appropriate drive letter followed by a colon and pressing ENTER. (Your CD-ROM drive is most likely D or E.) Example: C:\WINDOWS>D:(press ENTER)
 - If your prompt comes up D:\> then you probably have your real mode drivers installed and are ready to install and run the game. Refer to the reference card for detailed instructions on installing and starting the game.
 - If you do not get your CD-ROM prompt to come up, and instead get an “Invalid Drive Specification” message, then you might have to install your Real Mode Drivers. Some systems that come preinstalled with Windows 95 do not come with these DOS drivers. If you want to be able to run DOS native products, check your computer documentation or contact your computer manufacturer about having these drivers added to your system. Thank you for purchasing this MS-DOS product, and we apologize for any inconvenience this may cause you.

A note to Gateway computer users:

It is possible that Gateway put an icon on your desktop called “Run MS-DOS Applications”. This icon will put you in MS-DOS mode with your Real Mode Drivers loaded. If you have one of these icons, double-click it to get to MS-DOS mode. Install and run the game from this MS-DOS environment. For more detailed technical information, please see the *Creating a Boot Disk* and *Troubleshooting* sections of this reference card.

Creating a Boot Disk

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

Either hand-copy or, if you have a printer, use **[PRINT SCREEN]** to generate a printout of this startup file. Now, at the DOS prompt type: **type autoexec.bat** **[ENTER]**.

Hand copy or use **[PRINT SCREEN]** to generate a printout of this startup file.

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

Modifying CONFIG.SYS

When the DOS prompt returns and the format is complete, type: **edit a:\config.sys** **[ENTER]**. When the new screen appears, determine which memory management system you are using (if any) from those listed below and type the commands shown under that system:

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

```
DEVICE=C:\DOS\HIMEM.SYS
DOS=HIGH
FILES=25
BUFFERS=25
SHELL=C:\DOS\COMMAND.COM C:\DOS /P
DEVICE=C:\<place your sound lines here>
```

Type in the information for your sound card exactly as it appears on the printout of your CONFIG.SYS file. It should come from the sound card directory, e.g. C:\SB16\DRV\CTMMSYS.SYS.

```
DEVICE=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: SB CD.SYS) followed by the device name of your CD-ROM (example: /D:MSCD001).

Include the next line only if you have Double Space loaded on your system.

```
DEVICE=C:\DOS\DBLSPACE.SYS /MOVE
```

Include the next line only if you have Drive Space loaded on your system

```
DEVICE=C:\DOS\DRVSPACE.SYS /MOVE
```

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

```
DEVICE=C:\DOS\HIMSM.SYS
DEVICE=C:\DOS\EMM386.EXE 3072 RAM I=B000-B7FF
DOS=HIGH,UMB
FILES=25
BUFFERS=25
SHELL=C:\DOS\COMMAND.COM C:\DOS /P
DEVICE=C:\<place your sound lines here>
```

Type in the information for your sound card exactly as it appears on the printout of your CONFIG.SYS file. It should come from the sound card directory, e.g. C:\SB16\DRV\CTMMSYS.SYS.

```
DEVICEHIGH=C:\<path>\<your CD-ROM driver> <parameters>
```

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

Include the next line only if you have Double Space loaded on your system.

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

Include the next line only if you have Drive Space loaded on your system.

```
DEVICEHIGH=C:\DOS\DRVSPACE.SYS /MOVE
```

Exiting CONFIG.SYS

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

```
ALT F
X
Y
```

Modifying AUTOEXEC.BAT

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

```
edit a:\autoexec.bat ENTER
```

When the new screen appears, type:

```
PROMPT $P$G
PATH=C:\DOS
SET COMSPEC=C:\DOS\COMMAND.COM
C:
LH C:\<path>\<your mouse driver>
```

Copy your mouse line exactly as it appears in your AUTOEXEC.BAT printout. It should contain the word mouse somewhere in the line (e.g. C:\MOUSE\MOUSE).

```
C:\DOS\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 [L][E] and so on — but not past the next space), and change /M:## to /M:5. For example,

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

would change to:

```
C:\DOS\MSCDEX.EXE /M:5
<load sound lines here>
```

Copy your SET BLASTER, SET SOUND, and other sound drivers exactly as they appear in your AUTOEXEC.BAT printout. The other sound drivers should contain the name of your sound card directory (e.g. C:\MAGICS20\SNDDINIT /B).

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

Exit and save this file by typing:

```
ALT F
X
Y
```

To Use Your New Boot Disk

Restart your computer with your new boot disk in your A: drive.

Type:

c: ENTER (or the drive in which you installed the game).

cd noctrop ENTER (or the directory in which you installed the game).

dark ENTER.

Troubleshooting

Common Questions

- Q: *I get an error message about a VESA driver. When I load UNIVBE.EXE, like it told me to, my system locked up with a blinking cursor. Now what's wrong?*
- A: Your card may not support the VESA standard. Contact the manufacturer of your video card to obtain a current version of the VESA driver for your card.
- Q: *The game says it has trouble finding the INSTALL.CFG file. What should I do?*
- A: An error may have occurred during installation. This may be solved by installing with a boot disk. Refer to *Creating a Boot Disk*.
- A: If this occurred while reconfiguring your sound card setup, make sure you didn't type **install** from your CD-ROM drive (see *Changing Your Sound Card Configuration*).
- Q: *My game says PROGRAM TERMINATED NORMALLY after I installed, or when I exit the game. Is this bad?*
- A: Nope. It just means that your system was working fine when you exited to DOS.
- Q: *My mouse is not working with Noctropolis. My mouse works with all of my other software applications. Why not with Noctropolis?*
- A: You should first check to see if your mouse has been loaded in the AUTOEXEC.BAT or CONFIG.SYS file you are booting with (e.g. the boot disk, or hard drive if you are not using a boot disk). If not, it cannot interact with your game, and you need to load the mouse driver (see *Creating a Boot Disk*). Windows and many other "multi-tasking" shell environments load their own built-in mouse driver. These mouse drivers will not operate outside their shell environment. Loading a mouse driver into the DOS environment can be as simple as typing at the command prompt (c:\>):
- mouse ENTER

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

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

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

or

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

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

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

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

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

Q: *Every time I play, it quits to DOS with an error that says I do not have enough memory.*

A: This indicates that not enough memory is available to continue game play. Make sure that you have enough free memory in conventional/base RAM and extended or expanded memory (XMS or EMS). Use the DOS Mem command to determine how much free memory you have available. There must be at least 500K conventional and 3072K XMS or EMS. Refer to *Optimizing Your System*.

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

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

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

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

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

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

Mouse Setup

Be sure that you are using a 100% Microsoft-compatible mouse driver — a Microsoft version 7.0 or higher mouse driver is preferable. If you are using a boot disk, this driver must be loaded within your boot disk configuration. Since the command line may differ from mouse to mouse, consult your hard drive's AUTOEXEC.BAT by typing at the DOS prompt: **type c:\autoexec.bat**. Look for your mouse driver line and copy it into your boot disk's AUTOEXEC.BAT, replacing the previous mouse driver line.

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

Disk Cache Setup

Before installing *Noctropolis*, we recommend that you temporarily disable your disk cache.

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

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

Machines with 8 megabytes or more RAM:

LH C:\DOS\SMARTDRV.EXE 2048 C (the final letter being the drive where you installed *Noctropolis*).

NOTE: On a 4-megabyte machine, a disk cache program will take up too much memory for *Noctropolis* to run. Though other disk cache programs may work with *Noctropolis*, we cannot guarantee their compatibility with this software.

GENERAL MIDI

Noctropolis only supports General MIDI at port address 330.

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

NOTE: Some General MIDI sound cards offer digitized speech or sound effect capabilities.

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

Product Support

If, after reviewing *Troubleshooting*, you are still having a problem with your software, please read this section and call us. We have a staff of product support technicians ready to help you with any problems you may encounter with the game. Today's PCs run with many different hardware and software combinations, so you may also have to refer to your computer dealer, hardware manufacturer, or system software publisher in order to properly configure their products to run with our game. When you do call us, if at all possible, be near your computer. If this is not possible, have the following information ready:

- Contents of CONFIG.SYS
- Contents of AUTOEXEC.BAT
- DOS version and manufacturer
- The type and version of mouse driver
- The contents of CHKDSK and MEM /C statement
- Your CD-ROM drive type and CD-ROM extensions versions
- The error message displayed when the problem occurred (if any)
- Brand of sound card and sound card settings

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

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

Within Australia call 1 902 261 600 (95c per min.) CTS: 7 days per week 10:00 am - 8:00 pm.: If you are under 18 years of age parents consent required.

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Internet E-mail: support@ea.com

Or send email to elecarts@aol.com or 76004.237@compuserve.com

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

FTP: Access our FTP site at <ftp.ea.com>

LIMITED WARRANTY

Electronic Arts ("EA") warrants to the original purchaser of the computer software product, for a period of ninety (90) days from the date of original purchase (the "Warranty Period"), that under normal use, the media and the user documentation are free from defects in materials and workmanship.

WARRANTY CLAIMS

To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address, and a statement of the defect. **OR** send the compact disk(s) to us at the above address within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address, and a statement of the defect. EA or its authorized dealer will replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.

To replace defective media **after** the 90-day warranty period has expired, send the original disk(s) to the above address. Enclose a statement of the defect, your name, your return address, and a check or money order for \$7.50 per replacement compact disc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the software product.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this Electronic Arts software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

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