Electronic Arts Top Ten Pak™ Reference Card

Installation

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** ⏎.
4. The installation menu appears. Follow the menu prompts to install the game(s) and on-line documentation.

- To highlight a menu item, press the arrow cursor keys up/down.
- To activate the highlighted item, press ⏎.

You can install the games and documentation one at a time or all at once.

Starting the Game

The system requirements and procedure for starting the games are listed below. (Installation and loading instructions in the on-line documents are not applicable to the Top Ten Pak compilation.) For gameplay information, consult the on-line documentation.

Yeager Air Combat

System requirements:
- 2 MB hard disk space
- DOS 3.0 or higher
- VGA
- Supports mouse, joystick

To start the game:
1. Move to the directory where the game is installed. By default, it is installed in C:\10PACK\COMBAT, so you would type:

    c: ⏎

    cd \10pack\combat ⏎
2. To start the program, type **yeager** ⏎.
3. Refer to the copy protection questions on pages 12-14 when prompted.

Please consult the YEAGEREF.PDF on-line document for different startup parameters.

Financial Workshop

System requirements:
- 1 MB hard disk space
- DOS 3.3 or higher
- Supports CGA, EGA, VGA, and Tandy graphics
- 512K base RAM free
- Supports Microsoft®-compatible mouse

To start the game:
1. Move to the directory where the game is installed. By default, it is installed in C:\10PACK\FW, so you would type:

   c: ↵

   cd \10pack\fw ↵
2. To start the program, type **fw** ↵.

Grand Slam Bridge II

System requirements:
- 535K (548,000) RAM free
- 2 MB hard disk space
- DOS 3.0 or greater
- VGA graphics
- Microsoft®-compatible mouse recommended
- Soundblaster® or compatible sound card supported

To start the game:
1. Move to the directory where the game is installed. By default, it is installed in C:\10PACK\BRIDGE2, so you would type:

   c: ↵

   cd \10pack\bridge2 ↵
2. To start the program, type **bridge** ↵.

Indy 500

System requirements:
- 617K hard disk space
- DOS 3.0 or higher
- Supports CGA, EGA, VGA, and Tandy graphics
- Supports joystick and mouse
- Adlib® or compatible, Soundblaster or compatible, and Roland sound cards are supported

To start the game:
1. Move to the directory where the game is installed. By default, it is installed in C:\10PACK\INDY500, so you would type:

   c: ↵

   cd \10pack\indy500 ↵
2. To start the program, type **indy** ↵.
3. Refer to the copy protection symbols on pages 8-11 when prompted.

Please consult the INDYREF.PDF on-line document for driving control information.

Kasparov's Gambit

System requirements:
- 386SX 16 MHz or faster
- 11 MB hard disk space
- 576K (590,000) base RAM and 2048 EMS free
- DOS 5.0 or higher
- VGA graphics
- Adlib or compatible, Soundblaster or compatible, and Roland sound cards are supported

To start the game:
1. Move to the directory where the game is installed. By default, it is installed in C:\10PACK\GAMBIT, so you would type:

   c: ↵

   cd \10pack\gambit ↵
2. Before you play the game the first time, type **install** ↵ to select your Digital Sound and Music Sound devices.
3. To start the program, type **gambit** ↵.

Problems with the game? Please see pages 23-27 in the GAMBITREF.PDF on-line document.

PGA Tour Golf

System requirements:
- 494K hard disk space
- DOS 3.0 or higher
- Supports CGA, EGA, VGA, and Tandy graphics
- Supports mouse and joystick
- Adlib or compatible, Soundblaster or compatible, and Roland sound cards are supported

To start the game:

1. Move to the directory where the game is installed. By default, it is installed in C:\10PACK\PGA-TOUR, so you would type:

   c: ↵

   cd \10pack\pgatour ↵

2. To start the program, type **golf** ↵. The title screen appears, followed by a credits screen.
3. Press the spacebar, mouse button, or joystick button to continue.
4. Select the correct yardage for the question that appears from the table on page 15.

Please consult the PGAREF.PDF on-line document for a summary of game play menus and commands.

SEAL Team

System requirements:

- 386DX 33 MHz or faster (486DX or better recommended)
- 4 MB hard disk space
- 586K (600,000) base RAM and 1024K EMS free
- DOS 5.0 or higher
- VGA graphics
- Supports mouse and joystick
- Adlib or compatible, Soundblaster or compatible, Pro Audio Spectrum, and Roland sound cards are supported

To start the game:

1. Move to the directory where the game is installed. By default, it is installed in C:\10PACK\SEAL-TEAM, so you would type:

   c: ↵

   cd \10pack\sealteam ↵

2. Before running SEAL Team the first time, type **setup** ↵ to run the setup program.
3. To start the program, type **st** ↵.

Problems with the game? Please see pages 87-90 in the SEALTEAM.PDF on-line document.

Ultima VII

System requirements:

- 386SX or faster (486 recommended)
- 18 MB hard disk space
- 584K (561,144) base RAM and 1024K extended memory free
- DOS 3.0 or higher
- Mouse
- Adlib or compatible, Soundblaster or compatible, and Roland sound cards are supported

To start the game:

1. Move to the directory where the game is installed. By default, it is installed in C:\10PACK\ULTIMA7, so you would type:

   c: ↵

   cd \10pack\ultima7 ↵

2. Before running the program the first time, type **install** ↵ to configure the game.
3. To start the program, type **ultima7** ↵.
4. Refer to the copy protection questions on page 14 when prompted.

Problems with the game? Please see pages 2-4 in the U7INST.PDF on-line document.

Ultrabots

System requirements:

- 386DX 16 MHz or faster
- 3 MB hard disk space
- 576K (590,000) base RAM free
- XMS or EMS recommended
- DOS 3.3 or higher
- VGA graphics
- Mouse required
- Supports joystick
- Adlib or compatible, Soundblaster or compatible, and Roland sound cards are supported

To start the game:

1. Move to the directory where the game is installed. By default, it is installed in C:\10PACK\ULTRA-BOT, so you would type:

   c: ↵

   cd \10pack\ultrabot ↵

2. Before running the program the first time, type **setup** ↵ to configure sound and/or music cards.
3. To start the program, type **ultra** ↵.

Problems with the game? Please see pages 84-88 in the ULTRABOT.PDF on-line document.

Wing Commander II

System requirements:

- 286 12 MHz or higher (16+ MHz recommended)
- 14 MB hard disk space
- 583K (597,000) base RAM free
- XMS or EMS recommended
- Supports EGA, VGA
- Joystick or mouse recommended
- Adlib or compatible, Soundblaster or compatible, and Roland sound cards are supported
- Speech requires Soundblaster or compatible sound card and 587K EMS

To start the game:

1. Move to the directory where the game is installed. By default, it is installed in C:\10PACK\WING2, so you would type:

   c: ⏎

   cd \10pack\wing2 ⏎

2. Before running the program the first time, type **install** ⏎ to configure the program.

   • If you installed the Secret Operations, run **install1** and **install2** as well.

3. To start the program, type **wc2** ⏎.

   Problems with the game? Please see pages 5-7 in the WC2REF.PDF on-line document.

Using the On-Line Documentation

System requirements:

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

To start the Adobe Acrobat on-line document reader:

1. The Top Ten Pak 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:\10PACK\ACROBAT, so you would type:

   c: ⏎

   cd \10pack\acrobat ⏎

3. Type **acrobat** to start the program.

To open a document file:

- Select Open from the File menu. Use the dialog box to select the directory of the file (The Entertainment Pack documents are in the \DOCS directory on the CD). Double-click on a file to open it. The files are:

FINANCE.PDF	Financial Workshop manual.
GAMBIT.PDF	Kasparov's Gambit chess strategy guide.
GAMBITREF.PDF	Kasparov's Gambit gameplay and installation guide.
BRIDGE2.PDF	Grand Slam Bridge II manual.
INDY.PDF	Indy 500 manual.
INDYREF.PDF	Indy 500 reference card.
PGAGOLF.PDF	PGA TOUR Golf manual.
PGAREF.PDF	PGA TOUR Golf reference card.
SEALTEAM.PDF	SEAL Team manual.

U7INST.PDF	Ultima VII installation reference card.
U7MANUAL.PDF	Ultima VII manual.
U7REF.PDF	Ultima VII reference card.
ULTRABOT.PDF	Ultrabots manual.
WC2MANUA.PDF	Wing Commander II manual
WC2REF.PDF	Wing Commander II reference cards.
YEAGER.PDF	Yeager Air Combat manual.
YEAGEREF.PDF	Yeager Air Combat reference card.

To learn how to use Adobe Acrobat:

- Open the file HELPREAD.PDF in the \DOCS directory on the CD. Complete Acrobat instructions are contained in this file.

Quick Acrobat Tips:

- 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 **left/right** arrow 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 **PAGE UP/PAGE DOWN** keys.

- Prior to printing, make sure the correct printer model and port are selected in the print setup menu.

Technical Support

If you have questions about the program, our Technical Support Department can help. If your question is not 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.

For questions regarding Ultima VII and Wing Commander II please call Origin Technical Support at (512) 328-0282, Monday through Friday between 9:00 am and 5 pm Central Time.

Indy 500

1911 Ray Harroun
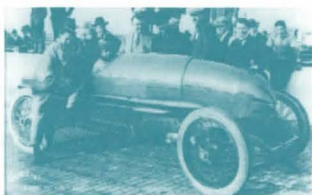74.59 MPH Time = 6:42:08

1913 Jules Goux
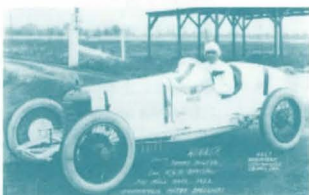75.93 MPH Time = 6:35:05

1915 Ralph DePalma
89.84 MPH Time = 5:33:55

1919 Howdy Wilcox
88.05 MPH Time = 5:40:42

1921 Tommy Milton
89.62 MPH Time = 5:34:44

1923 Tommy Milton
90.95 MPH Time = 5:29:50

1925 Peter DePaolo
101.13 MPH Time = 4:56:39

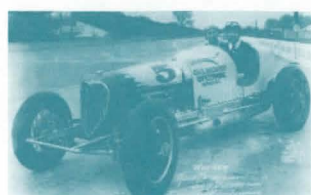1927 George Souders
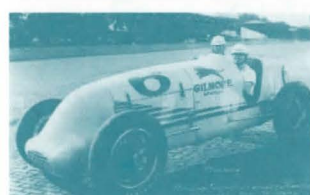97.545 MPH Time = 5:07:33

1929 Ray Keech
97.585 MPH Time = 5:07:25

1931 Louis Schneider
96.629 MPH Time = 5:10:27

1933 Louis Meyer
104.162 MPH Time = 4:48:00

1935 Kelly Petillo
106.240 MPH Time = 4:42:22

1937 Wilbur Shaw
113.580 MPH Time = 4:24:07

1939 Wilbur Shaw
115.035 MPH Time = 4:20:47

1946 George Robson
114.820 MPH Time = 4:21:16

1948 Mauri Rose
119.814 MPH Time = 4:10:23

1950 Johnnie Parsons
124.002 MPH Time = 2:46:55

1952 Troy Ruttman
128.922 MPH Time = 3:52:41
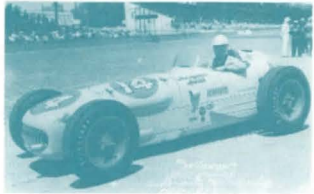
1954 Bill Vukovich
130.840 MPH   Time = 3:49:17

1956 Pat Flaherty
128.490 MPH   Time = 3:53:28
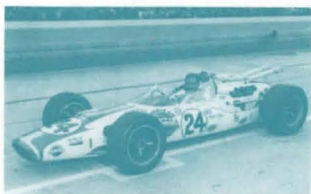

1958 Jimmy Bryan
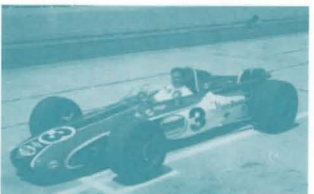133.791 MPH   Time = 3:44:13

1960 Jim Rathmann
138.767 MPH   Time = 3:36:11

1964 A. J. Foyt
147.350 MPH   Time = 3:23:35

1966 Graham Hill
144.317 MPH   Time = 3:27:52

1968 Bobby Unser
152.882 MPH   Time = 3:16:13

1970 Al Unser
155.749 MPH   Time = 3:12:37

1972 Mark Donohue
162.962 MPH   Time = 3:04:05

1974 Johnny Rutherford
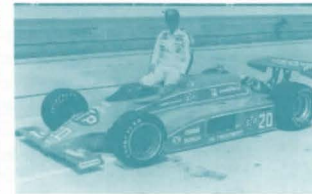158.589 MPH   Time = 3:09:10

1976 Johnny Rutherford
148.725 MPH   Time = 1:42:52

1978 Al Unser
161.363 MPH   Time = 3:05:54

1980 Johnny Rutherford
142.862 MPH   Time = 3:29:59.56

1982 Gordon Johncock
162.029 MPH   Time = 3:05:09.14

1984 Rick Mears
163.612 MPH   Time = 3:03:21.660

1986 Bobby Rahal
170.722 MPH   Time = 2:55:43.480

1988 Rick Mears
144.809 MPH   Time = 3:27:10.204

1989 Emerson Fittipaldi
167.581 MPH   Time = 2:59:01.049

Yeager Air Combat

What is the wingspan in feet of the B-52? 185.0
What is the wingspan in feet of the F-105D? 34.9
What is the wingspan in feet of the F-4E? 38.4
What is the wingspan in feet of the F-86E? 37.0
What is the wingspan in feet of the FW-190A-8? 34.5
What is the wingspan in feet of the Me-109E? 32.4
What is the wingspan in feet of the Me-110B? 32.4
What is the wingspan in feet of the Me-163B? 30.6
What is the wingspan in feet of the Me-262? 41.0
What is the wingspan in feet of the MiG-15? 33.1
What is the wingspan in feet of the MiG-17F? 31.0
What is the wingspan in feet of the MiG-21MF? 23.5
What is the wingspan in feet of the P-47D? 40.8
What is the wingspan in feet of the P-51D? 37.0
What is the wingspan in feet of the Yak-9? 32.8

Ultima VII - The Black Gate

FINNIGAN (TRINSIC)

1. What is the latitude of the northern most point of Spektran? (120)
2. What longitude bisects the island Skara Brae? (60)
3. What longitude bisects the island Terfin? (120)
4. What latitude bisects the Dagger Isle? (0)
5. What latitude bisects Skara Brae? (30)
6. What latitude bisects the Deep Forest? (60)
7. What latitude bisects Buccaneer's Den? (60)
8. What longitude bisects Skara Brae? (60)

BATLIN (BRITAIN)

1. According to the Book of Archaic Knowledge, how many times must ginseng be reboiled in order for it to be properly used as a magical reagent? (40)
2. On what page of the Book of Archaic Knowledge is the spell known as An Zu explained? (42)
3. According to the Book of Archaic Knowledge, how many places may the Mandake Root naturally be found? (2)
4. In the Book of Followship, how many badits can be seen surrounding the old man in the illustration on page three? (6)
5. According to the Traveller's Companion, how many parts of the body should one wish to protect with armour? (6)
6. According to the Book of Archaic Knowledge, fewer than how many pearls in 10,000 are black? (1)

PGA Tour Golf

PGA WEST

HOLE	1	2	3	4	5	6	7	8	9	OUT	10	11	12	13	14	15	16	17	18	IN	TOT
TPC-77.1	440	373	470	184	533	255	350	557	450	3612	414	618	360	220	390	470	571	166	440	3649	7261
Championship BLUE-74.4	383	351	446	175	513	222	320	530	430	3370	383	593	352	198	376	442	530	147	408	3429	6799
REGULAR RATING-71.4	360	335	401	156	493	197	308	488	386	3124	354	535	336	173	352	411	485	128	390	3164	6288
HANDICAP	11	15	3	17	1	7	13	9	5		12	2	16	10	18	8	6	14	4		
PAR	4	4	4	3	5	3	4	5	4	36	4	5	4	3	4	4	5	3	4	36	72
LADIES' RATING-69.2	304	296	326	113	438	127	244	431	315	2594	295	446	292	112	297	340	440	95	317	2637	5228
LADIES' HDICAP	7	13	9	15	1	17	5	3	11		6	2	12	18	14	10	4	16	8		

AVENEL

HOLE	1	2	3	4	5	6	7	8	9	OUT	10	11	12	13	14	15	16	17	18	IN	TOT
Championship BLUE 72.0	376	584	185	408	340	447	422	409	150	3321	349	136	413	503	275	458	401	181	425	3141	6462
WHITE 70.0	362	553	162	342	328	410	396	394	136	3083	314	125	403	481	239	418	391	156	400	2927	6010
HANDICAP	11	1	15	7	13	5	3	9	17		12	18	4	2	14	6	10	16	8		
RED 69.4	310	437	127	294	234	338	279	281	118	2418	280	100	363	370	208	351	292	118	372	2454	4872
HANDICAP	5	1	17	7	13	3	9	11	15		12	18	2	4	14	6	10	16	8		
PAR	4	5	3	4	4	5	4	4	3	36	4	3	4	5	4	4	4	3	4	35	71
TPC 74.0	393	622	239	435	359	479	461	424	166	3578	374	147	472	524	301	467	415	195	444	3339	6917

SAWGRASS

HOLE	1	2	3	4	5	6	7	8	9	OUT	10	11	12	13	14	15	16	17	18	IN	TOT.
TPC-74.0	388	511	162	360	454	381	439	215	582	3492	395	529	336	172	438	426	497	132	440	3365	6857
Championship BLUE-71.9	364	456	139	339	408	351	403	201	554	3215	358	509	299	150	418	413	491	121	420	3179	6394
WHITE-68.7	331	441	121	295	367	328	376	162	514	2935	335	464	280	132	370	359	438	97	351	2826	5761
RED-64.7	292	406	97	257	354	268	329	121	451	2575	279	395	245	107	330	283	409	80	331	2459	5034
PAR	4	5	3	4	4	4	4	3	5	36	4	5	4	3	4	4	5	3	4	36	72
HANDICAP	12	16	18	10	4	14	2	8	6		11	7	15	17	3	5	9	13	1		

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 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 disk.

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.

NOTICE

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS IN THE PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

DOCUMENTATION © 1994 ELECTRONIC ARTS. ALL RIGHTS RESERVED.

ELECTRONIC ARTS®

532608