



THE LEGACY

REALM OF TERROR™



TECHNICAL SUPPLEMENT *for IBM PC Compatibles*

Contents

Your *Legacy* package should contain a manual, this technical supplement, a set of 3.5" high density disks, and a registration card.

Required Equipment

Computer:

- ◆ IBM PC/AT compatible with a 386SX or higher processor, running at a minimum of 16 MHZ and a recommended speed of 33 MHZ.
- ◆ 2 MB (Megabytes) of RAM.
- ◆ The computer must have a high-density floppy-disk drive (3.5" 1.4 MB) and a hard disk.
- ◆ 18 MB of free hard disk space (25 MB for the full animated introduction sequence).

Controls: Although *The Legacy* may be operated from your keyboard, a mouse is strongly recommended.

Display: The game requires a color monitor with a VGA/Super VGA display. MCGA is NOT sufficient. If you are using a compatible graphics card/monitor, it must be 100% hardware compatible to one of these.

Hard Disk Space: *The Legacy* must be installed onto a hard disk with 18 MB of free space (25 MB for the full animated introduction sequence).





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Disk Compression Utilities:

MicroProse does not recommend the use of these programs that are used to double the capacity of the hard drive. If problems occur, *The Legacy* must be installed to an uncompressed area of the hard drive.

DOS: You MUST have IBM PC-DOS or Microsoft MS-DOS version 5.0 or higher.

Mouse Drivers

The Legacy was designed for use with a Microsoft mouse driver. If you experience mouse-related difficulties, please make sure that you have the latest Microsoft mouse driver, then try again.

Memory Management

For the non-technically minded (and those of a weak disposition) an explanation of terms used in this section is featured in the Problem Section.

The Legacy is a large, memory intensive program. Its speed of operation depends upon how much memory is available to it.

1. At least 2 MB of RAM is required in your computer.
2. 610,000 bytes of Conventional Memory are required. Certain Sound Options may require additional Conventional Memory.
3. At LEAST 768K of Expanded Memory (EMS) is required. 256K of disk cache is VERY STRONGLY recommended (ie, use of SMARDRV.EXE).
4. A program called MAKEBOOT is provided to create AUTOEXEC.BAT and CONFIG.SYS files for a DOS Boot Disk.

At the C:\MPS\LEGACY> prompt, type MAKEBOOT and follow all on-screen prompts. This will create an optimized configuration for your machine. It is strongly recommended that you use a Boot Disk if you encounter loading problems.

Copy Protection

The Legacy has no disk copy protection. This means that you can install the game files from the original disks to a hard disk. However, the program asks you a manual-related question. Use the manual to answer the question. MicroProse regrets that continuing casual and organized software piracy requires that this minimal form of copy protection is retained.



Installation

An Installation program is included on *The Legacy* "Disk A". Insert "Disk A" into your floppy drive (Drive A or B) and designate that drive (by typing "A: [Return]" or "B: [Return]").

When the new prompt appears, type: "INSTALL [Return]"

Please follow the on-screen text which appears.

The default (pre-set) installation places *The Legacy* in a directory named C:\MPSLEGACY

Loading Instructions

Switch on your machine and wait until the "C:>" prompt appears.

Type "CD MPSLEGACY [Return]" and then type "LEGACY [Return]" to run the game and it will begin to load.

If you have installed the program to another directory you must type "CD [Name of your directory]" first.

If the game fails to load, read the Problem Section in this Technical Supplement.

Sound

The Legacy supports the PC internal speaker, Adlib compatible sound cards, Soundblaster compatible cards and the Roland LAPC-1 card.

Both a Roland LAPC-1 and a Soundblaster may be used at the same time. The Roland handles the music and some sound effects while the Soundblaster provides the majority of sound effects.

The Read Me File

If there are any further enhancements to the game, these can be found in a "Read Me File" in the LEGACY directory. The notes can be read by using standard DOS commands. In addition, DOS 5.0 allows you to read this file in a text editor and scroll the document up and down. Type EDIT README.TXT.

Operating Difficulties and Loading Problems

Q. Why can't I install the game to my hard disk?

1. You must check *all* System Requirements, especially any mention of hard disk space required, listed in this Technical Supplement.





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2. If you still have a problem, you should make copies of the original disks and use the duplicates in place of the originals; sometimes you'll get a *read error* due to a difference in head alignment.
3. If the game still doesn't work, make sure you are not running a compression utility program on your hard disk
4. Finally, try installing the game on another machine to see if the problem recurs.

Q. How do I copy disks?

From the C:> prompt use the DOS command DISKCOPY A: A: (press the Return Key). Follow the on-screen prompts.

Q. Why won't my game load?

Check *all* Memory Requirements listed in this Technical Supplement. The computer must have 610,000 bytes of *Conventional Memory* to load the game successfully.

Slow Running

If you are not running from a Boot Disk, please ensure you have SMARTDRV.SYS or SMARTDRV.EXE loaded in your CONFIG.SYS or AUTOEXEC.BAT.

Conventional Memory

To check how much *Conventional Memory* is available type MEM /C from the C> prompt and press the Return Key. Look for the *Largest Executable Program* details. If there is not enough *Conventional Memory* you may need a Boot Disk.

Q. What is a Boot Disk?

This is a Start Up disk for your computer which contains alternative start up files to those on the hard disk. The Boot Disk will allow you more *Conventional Memory*.

Making a Boot Disk

Instructions on making an MS DOS Boot Disk (sometimes called a System Disk) will be found in your Microsoft manual. Alternatively, at the C:\MPS\LEGACY> prompt, type MAKEBOOT and follow all on-screen prompts.

Using the Boot Disk

Always insert the Boot Disk into your floppy disk drive A: and then switch on the computer. You



should leave the disk in the floppy drive during play.

Q. Can I run my game through Windows?

No, this is not recommended, unless specifically mentioned in the System Requirements.

Q. Does my game run with DR DOS?

Success is not guaranteed. MicroProse games are currently designed to run with MS DOS 5.0 or 100% compatible DOS.

Q. What is Base Memory?

This is the original 1MB (1024K) in your machine. It is divided up into *Conventional Memory* (640K), where MS-DOS and all PC programs load and *Upper Memory* (384K), where system drivers (such as the mouse driver) reside.

In MS-DOS 5.0 the bulk of the operating system and associated drivers are normally loaded into *Upper Memory*. Other drivers held in the area of *Conventional Memory* will reduce your 640K available for the program.

Q. What is Extended Memory (XMS)?

Further memory, beyond the 1MB of Base Memory on your PC is called *Extended Memory*. XMS can be used to free more *Conventional Memory* so that bigger games can be run. XMS can also be used to simulate *Expanded Memory*.

Q. What is Expanded Memory (EMS)?

EMS was originally designed to give the PC more memory to run programs. It has been around far longer than XMS so most programs take advantage of it. Most MicroProse games take advantage of EMS. The DOS command EMM386.EXE can be used to turn XMS into EMS and should be in your CONFIG.SYS.

Remember that hard disk space is also measured in Megabytes (MB). Don't confuse this with memory - the two are completely different!

ONLY ATTEMPT THE FOLLOWING IF YOU ARE FULLY KNOWLEDGEABLE ABOUT THE WORKINGS OF MS-DOS. IF YOU ARE IN ANY DOUBT, USE THE BOOT DISK MAKER OPTION.



Additional Technical Information on Memory

1. Several examples of configuration files are provided in the directory LEGACY\CONFIGS which is created when the game is installed. Players wishing to alter their hard disk CONFIG.SYS and AUTOEXEC.BAT to avoid the chore of re-booting from a floppy disk each time they play should bear in mind the following:

The more *Conventional Memory* the better, so use the lines

```
DEVICE=\DOS\HIMEM.SYS
```

```
DOS=HIGH,UMB
```

in CONFIG.SYS and load device drivers (such as MOUSE.COM, SMARTDRV.SYS or KEYB.COM) into the Upper Memory area.

2. *The Legacy* will make use of the Upper Memory area for sound and music. This usage peaks at about 80K and will reduce disk access somewhat.
3. At least 768K of EMS (LIM 4.0) memory is needed, but the more the better. The maximum used is 2560K.
4. Given that less than 2048K of EMS memory is available, up to 512K of XMS will be used if available.
5. Use any 'spare' memory for a disk cache. The version of SMARTDRV.EXE shipped with Windows 3.1 is preferred to SMARTDRV.SYS shipped with DOS 5.0. Although SMARTDRV.SYS should be loaded high in CONFIG.SYS using:

```
DEVICEHIGH=\DOS\SMARTDRV.SYS
```

SMARTDRV.EXE should be loaded from your AUTOEXEC.BAT file.

6. Third Party Memory Managers

Please refer to the documentation which came with your memory manager to produce an equivalent configuration. Examples with the game include QEMM and 386MAX configurations.

Technical Assistance

If you have read through the Problems Section of this document and still experience difficulties with the game, you may need some help from us. As we receive many calls every day, we can deal with your inquiry more efficiently if you have the following information available:

1. The correct name of the game
2. The type of computer you are running it on
3. Your DOS version
4. How much *Conventional Memory* you have
5. Exact error message reported (if any)
6. The version # of the game

Call (410) 771-1151, Monday to Friday 9 a.m. to 5 p.m. EST. Have a pen and paper handy when you call.

Virus

Be aware that a virus may have transferred into your hardware from another piece of software. Pirated copies of games are an incredibly common source of virus problems. It always pays to own original software.

Software Fault

In the unlikely event of a software fault please return the complete package, with your receipt, to the place of purchase. MicroProse regrets that goods cannot be replaced unless bought from the company directly.

Additional Credits

QUALITY ASSURANCE: **Mike Corcoran, Al Roireau, Tim Train,
Destin Strader**

SOUND: **Jim McConkey**

ONLINE: **Quentin Chaney**

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is required when participating
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Please check game format here.

3.5"IBM

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ONLINE SUPPORT SERVICES

MicroProse provides Upcoming News, Latest Versions, Updates, Product Demos, Reviews, Technical Support and more on the following Online Services for Modem Users. All are staffed by our Online Service Representatives, Quentin Chaney and Brian Helleesen.

MicroProse Bulletin Board Service (MPS*BBS)

(410) 785-1841, with settings of 8,N,1, and supports up to 17700 baud, 8 Lines, 24 hours a day 7 days a week.

America Online: Industry Connection,

Keyword: "MicroProse", Address: MicroProse

CompuServe: Game Publishers Forum,

Keyword: "Go GAMBUPB", Address: 76004,2223

Delphi: GameSig, Address: MicroProse

Fidonet: MicroProse Conference, Node 1: 261/1153

GEnie: Scorpia RT, Keyword: "Scorpia", Address: MicroProse

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