

READ THIS FIRST !

ULTIMA® WORLDS OF ADVENTURE 2

MARTIAN DREAMS™

"GETTING STARTED" GUIDE



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INSTALLING MARTIAN DREAMS

Martian Dreams requires a hard drive and DOS 3.3 or higher to run. To install the game on your hard drive:

1. Insert disk 1 into a floppy drive (usually A : or B :).
2. Type the floppy drive letter and a colon (for example, A :), then <ENTER>.
3. Type INSTALL<ENTER> to bring up the installation screen. On this screen:
 - the current configuration is displayed on the left
 - the bottom line lists which keys can be pressed, and their functions
 - windows on the right allow you to change the default configuration information
4. Use the arrow keys or press one of the red letters to highlight the desired configuration option. Press <ENTER> to select that option.
5. When prompted, insert the *Martian Dreams* game disks. Each time you insert a disk, press <ENTER>.

To cancel installation at any time, press the <ESCAPE> key, returning you to DOS.

Error Messages

If an error occurs, a black window appears in the lower left corner of the screen. In addition to stating the problem, the window suggests possible solutions. If you encounter a problem you cannot solve, contact ORIGIN Customer Service (512-328-0282).

The installation program is able to detect defective disks. Should one of your disks be faulty, you are informed of the problem and installation is aborted. Contact ORIGIN Customer Service.

Step 1. Selecting the Destination Drive and Path

When you begin, a window appears displaying the available disk drives. To pick the drive to which you want to install the game, press the corresponding drive letter (C, D, etc.) and then <ENTER>.

Next, you are asked to enter the path name or subdirectory for the game. Our default subdirectory (\MARTIAN) works for nearly everyone. If you want, however, you can enter a different path name. After you type in the name you choose (or select our default), press <ENTER>.

A window may appear, asking if you prefer to SAVE TIME during play (by unpacking the files*) or SAVE SPACE on your hard disk (leaving the files packed). Select the option you want and press <ENTER>. If you don't have enough hard disk space to unpack the files, this window does not appear and the files remain packed.

*Packing stores a great deal of information in little disk space (requiring as little as 3.5 megabytes of hard disk space in some configurations). Unpacking the files requires more hard disk space (approximately 5.5 megabytes) and takes anywhere from 10 to 25 minutes initially, but it speeds game play from then on.

Step 2. Selecting the Graphics Mode

A window appears offering you a choice of graphics modes. Highlight the mode that matches your computer's video system, then press <ENTER>.

Step 3. Selecting Mouse and/or Keyboard Control

This window gives you the option of using a mouse in addition to your keyboard. If you have a Microsoft Mouse and Microsoft Mouse driver version 7.0 (other mice may be compatible), you may select the mouse and keyboard option. Otherwise, select keyboard only.

Step 4. Selecting the Sound System

Martian Dreams sound effects can be heard without a sound board, but you *must* have a sound board installed to hear the *Martian Dreams* music. You must also have Expanded Memory in order to hear the *Martian Dreams* musical sound track. However, sound effects can play with or without Expanded Memory installed.

If you have a:

- Roland MT-32/LAPC-1
- Ad Lib
- Sound Blaster

highlight the sound board installed in your computer. If you do not have a sound board, highlight:

- PC SPEAKER (sound effects only) or
- NO SOUND (this results in slightly faster game play).

When you have made your selection, press <ENTER>.

Step 5. Completing the Installation Process

You are asked if the configuration on the left side of the screen is correct. If so, press Y; if not, press N and reset the options as you prefer.

If you confirm that the configuration information is correct by pressing Y, the game files are copied from the floppy disks to your hard drive. The screen indicates which file is being copied. Insert disks when prompted and press <ENTER> to continue the installation process.

Step 6. Beginning Play

When the installation is finished, make sure you are in the *Martian Dreams* directory (\MARTIAN if you selected the default). Type MARTIAN<ENTER> to begin playing.

CHANGING YOUR CONFIGURATION

If you ever:

- change to a different graphics mode (for example, upgrade from EGA to MCGA/VGA)
- add a bigger hard disk to your system (or free extra disk space) and wish to unpack the files for faster game play
- reinstall the game in a different directory on your hard disk

follow the directions above and re-install *Martian Dreams* from the original disks.

Re-installation can delete all of your original files, including your character information. For this reason, a new option is offered any time you change your *Martian Dreams* configuration:

After you select mouse and/or keyboard control, a window appears asking if you want to CREATE NEW CHARACTER or KEEP EXISTING CHARACTER. Select KEEP EXISTING CHARACTER to prevent the loss of your original character.

MEMORY USAGE

You must have at least 640K of RAM (memory) to play *Martian Dreams*. Regardless of the amount of RAM in your machine, you must have 570,000 bytes free to run *Martian Dreams* with VGA graphics, and 575,000 bytes free to run with EGA graphics.

To find out how much free RAM you have, run the DOS program, CHKDSK. This program may be run on most machines by typing CHKDSK at your root directory prompt (e.g., C:\>CHKDSK). On some machines, CHKDSK may be located inside the DOS directory. When you run the program, the last line of the information presented tells you how much free RAM you have. For example, CHKDSK might tell you that your 640K system has 565,239 bytes free.

If you have less than the required amount of memory free, you do not have enough free RAM and the game will not run until you free additional memory.

Freeing RAM

If you have insufficient memory to run *Martian Dreams*, you may want to free some RAM. To make more RAM available, you can remove any memory-resident programs that are unnecessary for system usage from your AUTOEXEC .BAT and CONFIG .SYS startup files. You can view these files by using the DOS TYPE command. (Enter TYPE AUTOEXEC .BAT at your DOS prompt to view your autoexec file.) Use any commercial text editor (or word processor capable of saving files as "text only") to edit your AUTOEXEC .BAT or CONFIG .SYS files. Edlin, the text editor included with MS-DOS, will do the job. Consult your DOS manual for information about modifying files with Edlin. Do not delete your AUTOEXEC .BAT or CONFIG .SYS files completely—without them, your computer will not function.

Making a New Floppy Boot Disk

If you do not want to reconfigure your system, you can make a bootable DOS system floppy disk to start your computer prior to play. To do this, insert a blank disk into your A drive. Type your hard drive prompt (for example, C:) followed by FORMAT A: /S. This will copy enough of your system files onto the floppy disk. You can now use this disk to boot up the machine.

Should this process fail, it is also possible to create a bootable floppy by typing SYS<SPACE>A: after the drive prompt. When the words SYSTEM TRANSFERRED appear, type COPY COMMAND .COM<SPACE>A: and you should see 1 FILE COPIED, which indicates that the disk is now a boot disk. If you are running under DOS 4.01, also copy SHARE .EXE onto this boot disk.

Turn your computer off, insert your new boot disk in your A drive, and turn the computer back on. Change to your hard drive (by typing <DRIVE LETTER> : <ENTER>), switch to the directory containing *Martian Dreams* (type CD\MARTIAN<ENTER> if you selected the default directory) and type MARTIAN<ENTER> to begin play.

Expanded Memory

Memory beyond 640K can be allocated as *Expanded Memory* that the game uses to play the musical soundtrack. (Remember, you also need a sound card installed to hear music.) During the install process, and when loading the game, you will be told if Expanded Memory was or was not detected.

Expanded Memory is *not* the same as *extended memory*. To access Expanded Memory, you must use an Expanded Memory manager program. *Martian Dreams* supports QEMM .SYS (included with Quarterdeck's *Desqview* software)—other memory managers may not be compatible with the game.

Memory managers are installed by adding a line to the CONFIG .SYS file on your computer. Consult your Expanded Memory manager's documentation for information about installing Expanded Memory and determining how much Expanded Memory is available for use.

TROUBLESHOOTING

Martian Dreams fails to load or run properly.

• *You may not have sufficient free RAM.* Run CHKDSK to check your computer's available RAM. To do this, type CHKDSK after the prompt for the drive in which you have installed the game, and compare the last line of the screen to the 570,000 to 575,000 free RAM required for your computer/sound board system. Free up RAM if needed.

• *You may be using a memory manager program that uses up too much base RAM to run **Martian Dreams**.* For example, depending on your system configuration, EMM386.SYS (the Expanded Memory manager included with Microsoft Windows) may use too much of your 640K to permit **Martian Dreams** to run.

• *You may have a memory-resident TSR program that conflicts with the game.* Boot the computer from a DOS system floppy disk (described in **Making a New Floppy Boot Disk**) or remove memory-resident programs before running the game.

• *You may have chosen an invalid configuration during the install process.* Check your configuration and if necessary, re-install **Martian Dreams**.

• *You may have filled all free space on the active disk drive.* Use the DOS DIR command to check available hard drive space. Remember, you need at least 3.5 megabytes on your hard drive to load **Martian Dreams**, and 570,000 to 575,000 bytes of free RAM to run it.

• *You may have incorrectly answered a copy protection question.* Before you leave the space bullet on Mars, Nikola Tesla will ask you a question. The answer—always a single word or number—can be found in one of the **Martian Dreams** manuals. If you answer incorrectly, you will not be allowed to leave the space bullet.

My mouse pointer doesn't respond properly.

• ***Martian Dreams** supports the Microsoft Mouse and Microsoft Mouse Driver, version 7.0.* Other mouse brands and drivers may not be compatible.

My game runs too slowly.

• *You may have had too little free space on your hard drive to unpack the game files.* Free up 5.5 megabytes of hard disk space and re-install.

• *Sound effects slow play.* Select NO SOUND when installing.

• *Your computer may not be fast enough to run the game efficiently.* The preferred minimal configuration is a 10 megahertz 286-based IBM PC or 100% compatible machine. Some older and/or slower machines may not be powerful enough to provide the full **Martian Dreams** experience.

I want to play different characters in different games.

• ***Martian Dreams** only remembers one saved game at a time.* To keep another saved game, copy the contents of the \MARTIAN\SAVEGAME subdirectory to another subdirectory with a different name or to a floppy disk. This transfers your first game out of the **Martian Dreams** directory, so you can start the game over with a new character. When you want to go back to your first character and first game, restore that game by copying those files back to the \MARTIAN\SAVEGAME subdirectory. If you want to save a second character and/or game, be sure to copy that \SAVEGAME subdirectory under another name before restoring your first game.

None of the suggestions above seem to help.

If you can't solve a **Martian Dreams** problem, call ORIGIN Customer Service at (512) 328-0282, Monday through Friday, between 9 a.m. and 5 p.m., Central time. Please have the following information ready, if possible:

- which version of DOS you use,
- free RAM (last line of CHKDSK info),
- Expanded Memory available (if any),
- your mouse and mouse driver type,
- your graphics mode,
- your machine type,
- your sound board (if any),
- the contents of your CONFIG.SYS and AUTOEXEC.BAT and files
- whether you use: *Windows*,
Desqview or a DOS shell.