

# POWERMONGER™

## Command Summary Card

### Welcome

The manual included in your package was written as a general guide to all versions of *PowerMonger*; however, certain features in the IBM version may differ slightly from those described in the manual. Please see *Amendments To The Manual* in this Command Summary Card for information specific to the IBM version.

### Control Devices

For the most part, you control the game by moving a pointer to an option and selecting it. If you have a mouse, this is simply a matter of pointing and clicking. If you don't have a mouse, you can move the pointer using the keypad. Once the pointer is over an option, press **Enter** to select.

Most options also have a keyboard equivalent—a keystroke that serves as a “shortcut” for pointing and selecting. You'll find all the keyboard equivalents under *Keyboard Commands* in this Command Summary Card. Even users with a mouse will probably find that the most effective way of playing is to use *both* control devices.

### Saving Games

1. Click on the Options symbol or press **O** on the keyboard. The Speed/File/Game box appears.
2. Select the **File** button. The Load/Save box appears.
3. Select the file button with the letter you want to save the game under (**A-H**). Make sure the button you choose is highlighted green.
4. Select the **Save** button.

### Loading Games

There are two ways you can load previously saved games. You can use the Option Screen *before* the start of a game, or you can use the Option symbol from *within* a game. Note that the only way to save your progress within a game is by using the Option symbol.

### From the Option Screen:

1. When the Option screen appears, select **Continue Conquest**. The File box appears.
2. Click on one of the file buttons (A-H). Make sure the button you choose is highlighted green. The game loads automatically.
3. When the Map appears, select the next territory you want to conquer.

### From within the game:

1. Click on the Option symbol or press **O** on the keyboard. The Speed/File/Game Screen box appears.
2. Click on the **File** button. The Load/Save box appears.
3. Click on one of the file buttons (A-H). Make sure the button you choose is highlighted green.
4. Click on the **Load** button. You're returned to the game at the exact place you saved.

## Exit to DOS

First select the Option Symbol. When the Speed/File/Game Box appears, click on the Game button. Then click on **Exit to DOS** at the bottom of the box.

## Amendments To The Manual

### Copy Protection

(p.5)

In the IBM version, you can click on the arrows to enter copy protection answers (as stated in the manual) OR simply type in copy protection answers from the keyboard (*not* the keypad). Note that you can't *delete* numbers using the keyboard—if you enter an incorrect digit, just type **O** to fill up the available spaces and then enter the number again.

Once you've entered the correct number, select **OK**.

### Sounds

(p.11)

You need a Sound Blaster card or compatible to hear the digitized sounds mentioned in the manual.

### Game Speed

(p.12)

This works slightly different than how it's described in the manual. The closer the slider is to the left, the more game turns are processed between each screen update. If you have a slow machine, this should help the game progress quicker.

The closer the slider is to the right, the slower the frame rate for the whole game. If you have a fast

machine with a fast graphics card, you may want to slow the game down to give you some thinking time before being overrun by computer armies!

The default position is in the middle, suitable for most machines.

### The Medals

(p.25)

In the IBM version, Captains have red medallions instead of medals. You can click on the medallion to see a Captain's Status Box. This box functions just like a Query Box but with some extra features:

1. If the Captain is inventing, the item he is working on appears in the Job field.
2. Surplus is the amount of extra equipment your Captain is carrying that cannot be distributed to your troops. For example, troops cannot carry a cannon, pots, or more than one bow each.
3. "Troops Using" tells you exactly what your men are carrying.

### Disabled Features

(p.33)

All load and save features are disabled during two player games, as is **Select Map**. If you want to change maps, press **Shift-Esc** to quit two player mode, select the map you want to play and then reconnect.

### Computer Opponents

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This option is only available in two player Random Map games. To utilize it, one player selects a Random Map to play. Both players then connect, making sure to switch the correct Computer Opponents on/off.

### Additional Notes on Quitting Two Player Games

Once you're connected, either player can quit a two player game by pressing **Shift-Esc**. Also, if you are experiencing any communication problems and one or both of your computers has frozen, press **Shift-Esc** to return to single player mode, and then check your cables or modem for faults.

**Note:** PCs and Amigas cannot be linked in order to play *PowerMonger*. You can only link an Amiga with an Amiga or a PC with a PC.

## PowerMonger Tutorial

This tutorial is designed to take you through the first two landscapes of *PowerMonger*, pointing out and explaining many of the options along the way.

- Load the game and type in your name at the prompt. Choose **Start New Conquest**.
- Pick the first territory in the upper left corner of the Map Selection Chart. A red square will appear around this territory. To select it, point the cursor at it and click the left mouse but-

ton or press **Enter**. This is the only territory you can pick—once you've conquered it, it's marked with a dagger, and you can then attempt to conquer territories next to it.

This first territory is a small island. You and your group of followers start in the Northeast section of the island; there are two small towns—one in the south and the other in the northwest. The towns are the flat, grey areas on the Overview Map.

- To look at the southern town, Ropmmer, move the pointer to the town on the Overview Map and click the left mouse button or press **Enter**.

It's a typical *PowerMonger* town: a small group of buildings, with people busily going about their lives. This town is near the sea, so most of the people there are fishermen. They wear blue shirts, unlike your men who wear white.

- Select the Query symbol in the lower part of the screen so it is highlighted, and then click on one of the buildings in the town.

A Query Box appears, telling you the name of the building you clicked on, what town it's in, which couple live there, which ruler the town belongs to, how much food is in the town, and—most importantly—how many people live there.

If a Query Box is blocking your view of the game, you can move it out of the way. If you have a mouse, simply point at the bar at the top of the window, hold down the left mouse button and drag the window to a new location. If you're using a keyboard, press **Shift-Tab** to move the pointer to the top bar of the Query Box. Hold down **Enter**, and then press any of cursor keys to move the window.

- Notice that Ropmmer only has two men in it. Close the box by selecting the check mark in the upper right corner or pressing **Esc**. (If any other boxes popped up, close them too.)
- Click on the red medallion on your Captain's chest, or simply press **Shift-F1**.

A Captain's Status Box appears telling you the name of the Captain, how much food he has and the number of troops with him. (There is other information, but we'll ignore it for now.) Notice that you have 26 troops with you so your force significantly outnumbers Ropmmer's population! Close the box by clicking the checkmark in the upper right corner or pressing **Esc**. Now you're going to take over the village without killing the people who live there.

- Select the single sword to set your posture (level of aggression) to "passive".
- Select the large sword symbol at the bottom.

This is the Attack command; you are telling your men you want them to attack at the minimum level of aggression. Now you need to tell them where.

- Select the center of Ropmmer.

- Move the pointer to your Captain (standing behind the Close-Up Map) and click the right mouse button, or simply press **Ctrl-F1**. This automatically shifts your view to your Captain's position on the Close-Up Map.

The Close Up Map will now follow your captain as he travels. (When you want to clear this mode, click the left mouse button or press **Enter**.)

When your Captain and his troops get near Ropmmer, his troops will seek out all the people of the town and “convince” them to join your side. Since you clearly outnumber them, and are fully trained soldiers armed with pikes, you will eventually win. You might want to shift the Close-Up Map to watch the town battle more closely. Click on the zoom buttons to get a good viewing distance and click on the different points on the compass to shift the view.

As each member of the town surrenders, they return to their home. When your troops have made a person surrender, they look around for other people to attack. Once everyone in the town has surrendered, you will have won the battle and your troops will come back and sit in a circle around you. Now when the people of Ropmmer venture out of their homes, they'll be wearing a white shirt instead of the blue one they wore before.

#### **Notice the Conquest Balance at the left of the screen.**

Once you take over a section of the population in a territory, the balance shifts to indicate the change. At the start of the territory, the balance was all the way to the left. Once you took over Ropmmer, the balance shifted all the way to the right which means that even though there's still another town (Tossogy) that's not under your control, you still control enough people in the territory to claim it as your own! Despite this, we'll take Tossogy over in the same way we took over the first town, as anything less than total dominance just wouldn't be fitting for a PowerMonger.

- Move the pointer to the northwest town on the Overview Map and click the left mouse button or press **Enter**.
- Select the Query symbol and click a building in Tossogy and you'll see that this town also only has 10 people in it. Your level of aggression is still set to “one sword”, or passive, so just select the Attack symbol, and then select Tossogy.

You and your troops will cross the landscape and attack Tossogy. On the Overview Map, you'll see a man in a red cloak that indicates your Captain's position. After a short fight, your troops will win, and you now control the entire territory.

- Select the Option symbol, and then select the **Game** Button.

In *PowerMonger*, when you have control of a territory, you retire from the battlefield. The people in the territory continue to live their lives, but you and a small group of soldiers move on to get control of more land.

- Select the **Retire** button and a screen will appear heralding your victory. Click the left mouse button or press **Enter** to continue.

That's the first territory. This tutorial will end with a brief look at the second.

- Select **Continue Conquest** and the Map Selection Chart will appear.

Notice that the first territory now has a dagger in it, indicating that you have control of it. Move the cursor arrow to a section of the map to the right of the first territory. If you point to the territory you have conquered, it's surrounded by a yellow square. If you point to a territory that you can attempt to conquer next, it is surrounded by a red square. If you can't reach a territory yet, no square surrounds it.

- Select the territory to the right of the first one.

This is a slightly larger island, with several towns on it. Most of them have fewer people in them than you have with you. However, there is one really big town.

- Move the pointer to the Capital on the Overview Map and click the left mouse button or press **Enter**; now select the Query symbol.
- Once the Query symbol is highlighted, select one of the buildings.

A Query Box appears and tells you, among other things, how many people are in this town. It's big—there are 34 people there. You're outnumbered, but you can increase the size of your army.

- Select the checkmark in the upper right of the box to close it, or simply press **Esc**.
- Move the pointer to your Captain and click the right mouse button, or simply press **Ctrl-F1**—this returns your view to your Captain.
- Scroll the Close-Up Map to the North (select on the North compass arrow five times).

There is a small town there called Finbeth. If the Query symbol is still highlighted, click one of the buildings and you'll learn that this town only has 10 people in it.

- Set your aggression to passive and attack Finbeth.

You will see your men come into view and fight the people in the town. After a short battle, Finbeth is yours.

Now you can use the resources of the town to increase your army. First, get all the food in the town.

- Set your aggression to Aggressive.
- Select the "Get Food" symbol.

- On the Close-Up Map, move the pointer over Finbetth and click the left mouse button or press **Enter**.

You and your troops will go into town and get all the food there. You can tell at a glance how much food your Captain has by the blue bar over his head.

You've grabbed a lot of food, and it's time to increase the size of your army.

- Select the Get Men symbol.
- On the Close-Up Map, move the pointer over Finbetth and click the left mouse button or press **Enter**.

Because you were still set at "high aggression" you gave the command to get ALL the men in Finbetth. The red bar over the Captain's head indicates how many troops he has with him. If you select his medallion, you will see that you now have 30 or more people in your army. This is better, but it's still not enough to outnumber the people of the Capital to the northwest.

Here, we leave it to you. Use your army and what you know about the game so far to gather a big force, and attack the Capital. Once the Conquest Balance has shifted completely to the right, you will have conquered the territory.

Here's one important idea to know:

The three Posture (level of aggression) commands modify whatever command you give after it. Think of them as "Some/Half/All", respectively.

If you attack with one sword highlighted, it is an attack to subdue and "persuade" the people you attack to join your side. If you attack with two swords highlighted, it is an attack which uses violence to convince people as necessary. Some may die during your attack. If you attack with three swords highlighted, it is an attack to wipe out as many people as possible.

It works similarly for the other commands in the game. If you have one sword highlighted and click "Drop Food", your captain will drop some of the food he is carrying. If you have three swords highlighted and click "Drop Food", he will drop all food he is carrying. And so on.

# Keyboard Commands

## Map Selection Chart

Scroll Page Up

Scroll Page Down

Up Cursor (^)

Down Cursor (v)

## General Commands

Move Between Options in Game Box

Select Option

Move Pointer to top bar of a Query Box

Close All Boxes

Quit Game

Sound On/Off

Quit Out Of Two Player Game

Shift-Tab

Enter

Shift-Tab

Esc

Ctrl-Q

Grave (`)

Shift-Esc

## Pointer and Map Movement — Small Increments

Press a key on the Keypad to move the Pointer in the direction indicated.

- Hold down Shift and press a Keypad key to move the Pointer in large increments.
- Hold down Ctrl and press a Keypad key to scroll the Overview Map.
- Hold down Alt and press a Keypad key to scroll the Overview Map in larger increments.

## Command Keys

Passive Posture

Neutral Posture

Aggressive Posture

Query (?)

Get Food

Drop Food

Supply Food

Equip

Drop Equipment

Attack

Invent

Get Men

Send Captain

Derank Men

Trade

Home

Transfer Men

Spy

1

2

3

Shift-/ (?)

F

Shift-F

Shift-S

E

Shift-E

A

I

G

M

Shift-D

T

Shift-H

X (Xfer)

S



Alliance	P	(Pact)
Options	O	

Select Captain	F1 to F6
Select Captain Medallion	Shift-F1 to F6
Follow Captain View	Ctrl-F1 to F6

(Click on any symbol or press  
**Enter** to turn off Follow Captain View)

Switch View To Contours	F7
Switch View To Forests	F8
Switch View To Towns & Roads	F9
Switch View To Food	F10
Move Between Maps	Tab

Left Mouse Button Equivalent	Enter
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Right Mouse Button Equivalent **plus (+) (numeric keypad)**

Zoom In	comma (,)
Zoom Out	period (.)
Zoom In (Large Increments)	Shift-comma (,)
Zoom Out (Large Increments)	Shift-period (.)
Rotate Left	[
Rotate Right	]
Rotate Left 90°	Shift-[
Rotate Right 90°	Shift-]

## Credits

**Designed and developed by Bullfrog Productions Ltd.**

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**Quality Assurance:** Chris Johnson, David Costa

## Creating a Boot Disk

Starting your computer using a DOS boot disk allows you to free up more memory without altering the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive. Booting your computer with a DOS boot disk does not prevent you from accessing your hard drive, it merely provides a different method for configuring your memory. After you create a DOS boot disk, you will copy your CONFIG.SYS and AUTOEXEC.BAT files onto the boot disk and modify these copies. We recommend using this procedure to avoid altering the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive, which may affect your memory configuration for running other applications.

**Below are instructions for creating a DOS boot disk. Please follow these steps exactly.**

**NOTE:** To create a DOS boot disk you must use a disk that will fit in your A: drive. Your computer will not boot from the boot disk if it is inserted in the B: drive.

1. From the DOS prompt, type **C:** and press **ENTER**.
2. Place the blank disk into drive A:.
3. Type **format a:/s** and press **ENTER**. Be sure to include the spaces.  
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 name or press **ENTER** for no name.
5. A prompt appears asking whether you wish to format another disk. Type **N** and press **ENTER**.

You now have a DOS boot disk. Rather than changing your permanent system software configuration, you can use the DOS boot disk and the HIMEM memory manager software included with MS DOS 5.0 (or greater) to temporarily free up conventional memory and set up Extended (XMS) and Expanded (EMS) memory. To do so, follow the instructions below.

**NOTE:** If you are NOT using the HIMEM.SYS 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.**

To configure your DOS boot disk to free up additional conventional memory and enable Expanded and Extended 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:
  - a. At the C:\ prompt, type **copy c:\config.sys c:\config.bak** and press **ENTER**.
  - b. 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:\):
  - a. At the C:\ prompt, type **copy c:\config.sys a:\** and press ENTER.
  - b. 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:
  - a. From the C: prompt, type **cd \dos** and press ENTER.
  - b. Type **edit a:\autoexec.bat** and press ENTER.
4. From the boot disk copy of the AUTOEXEC.BAT file, delete all lines except the following (items inclosed in [brackets] indicate system-specific variables):

**Line**

PATH=[Path]

PROMPT \$PSG

[Your sound card driver]

[Your CD-ROM driver]

C:\[directory]\MOUSE.COM

**Notes**

[Path] will vary by system

Example: SETSOUND = C:\SBPRO  
SETBLASTER = A220 I7 D1 T4)

Example: C:\DOS\MSCD.EXE /S  
/D:SONY\_000

(Or equivalent mouse driver)

**NOTE:** If your mouse line looks different from the examples above, you may not be using the MOUSE.COM mouse driver. Do not change this line if it looks different from the examples above. Drivers with a .SYS extension will be loaded through the CONFIG.SYS file and should be left in place when you are editing that file. If you have other questions about loading your particular mouse driver, consult your mouse 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 (Or C:\WINDOWS\HIMEM.SYS)

DEVICE=C:\DOS\EMM386.EXE RAM

DOS=HIGH,UMB

BUFFERS=30

FILES=30

[Your CD-ROM device driver]

Example: \DEV\SLCD.SYS /D:SONY\_000  
/B:340 /M:P /V /C

**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 the above example. If it does not, edit it now to make it look similar to the text above.

**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           (Or C:\WINDOWS\HIMEM.SYS)
DEVICE=C:\DOS\EMM386.EXE RAM
DOS=HIGH,UMB
DEVICEHIGH=C:\DOS\DBLSPACE.SYS /M
BUFFERS=30
FILES=30
[Your CD-ROM device driver]        Example: \DEV\SLCD.SYS /D:SONY_000
                                   /B:340 /M:P /V /C
```

7. If the lines above are not present in the file, enter them now. Otherwise, skip to step 8.
8. 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 or Expanded 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.

#### **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 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.

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