

Ultima[®] VII

THE BLACK GATE™

INSTALL GUIDE

STOP! Read Me First!

ORIGIN STRONGLY RECOMMENDS that you create a bootable floppy disk before playing *Ultima VII*.

With Expanded Memory: If you have an expanded memory manager in your computer, the *Ultima VII* Install Program includes an option that automatically creates the bootable floppy disk for you. Simply follow the system prompts. If the automatic option is unsuccessful, follow the procedure in the chart below.

Without Expanded Memory: If you don't have an expanded memory manager or the automatic option was unsuccessful, you must create a bootable floppy disk manually. Follow the steps below:

To create a bootable floppy disk manually, insert a blank floppy disk into your A: drive. From the DOS prompt, type:

(1) **FORMAT** **A:** /S

When the format is complete and you are back to the DOS prompt, type:

(2) **COPY** **CON** **A:\CONFIG.SYS**

(3) **FILES=25**

(4) **BUFFERS=25**

(5) **DEVICE=C:\MOUSE\MOUSE.SYS** *

When you wish to play *ULTIMA VII*, insert the bootable floppy disk in drive A: and turn on your computer. From the DOS prompt, change to your hard drive (ex. by typing) and run the game as described on the Reference Card.

SPECIAL INSTRUCTIONS:

HIMEM.SYS Users: The line **DEVICE=HIMEM.SYS** must be the **FIRST** line in your **CONFIG.SYS** file (ex. between lines 2 and 3 in the above procedure).

PS2 50+ Users: You **MUST** use **DEVICE=HIMEM.SYS** as the first line in your **CONFIG.SYS** file.

DOS 5.0 Users: If you use **DOS=HIGH**, then it must **ALWAYS** appear right after the line **DEVICE=HIMEM.SYS** in your **CONFIG.SYS** file.

Mouse Drivers: Only Microsoft or 100% compatible mouse drivers are supported in *Ultima VII*.

Corrections to the Install Guide: The last line in the "Making a New Floppy Boot Disk" procedure on page 3 of the Installation Guide is incorrect. You must replace with to create the **CONFIG.SYS** file.

* Your mouse driver may be located on another path. Replace **C:\MOUSE** with the correct path if necessary.

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Congratulations on your purchase of ULTIMA VII The Black Gate. The following instructions describe how to get Ultima VII from the floppy disks onto your hard disk drive. Don't worry if you've never done this before. You can safely stop the installation process at any time. You can also re-run the install program at any time. If you have any trouble installing the game, see the Troubleshooting section. Remember, you may safely quit and start over at any time!

QUICK INSTALLATION

1. Turn on your computer and wait for the DOS prompt.
2. Insert disk 1 into a floppy drive.
3. Type the letter of that drive followed by a colon and hit .
- (For example, **A:**)
4. Type 'INSTALL' and hit .
5. Follow the instructions provided by the installation program.
For more details, see **Installation Options**, below.

INSTALLATION OPTIONS

The install program asks you where to put the program on your hard disk, and about any sound cards you have in your computer. Hit at any time to safely cancel the installation process.

1. Choosing a Disk Drive

First, a window appears to tell you which disk drives can contain *Ultima VII*. (If no disk drive has at least 21 megabytes available, you cannot install the game until you free more space). Hit the letter corresponding to the hard drive of your choice.

2. Creating a Directory

A second window asks in which directory to put *Ultima VII*. If you want a directory name other than 'ULTIMA7', backspace and type a new name. Hit when you have the name you want.

3. Selecting Music and Sound Cards

Next you are asked about sound cards that might be in your computer. To hear any part of *Ultima VII*'s speech, sound effects

or music, you must have a sound board. (PC sound has no effect.) Use the up and down arrow keys to select among:

- No sound card
- Ad Lib
- Sound Blaster
- Sound Blaster Pro
- Roland MT-32 (Select this if you have both Roland and Sound Blaster)

Hit when your choice is highlighted.

4. Assigning IRQ and DMA Numbers (Sound Blaster only)

Only if you chose Sound Blaster or Sound Blaster Pro, you have to tell the installation program the 'IRQ' and 'DMA' numbers for your sound card. If you're not sure what they are, use the default settings that are suggested by the installation program. (See **Troubleshooting** if you need more information. If any difficulties arise later from a wrong setting (such as silent or stuttered speech), you may re-run the installation program at any time.)

5. Confirming your Configuration

Next, a window appears comparing your configuration with that required to run *Ultima VII*. If the two are compatible, the window indicates such with an 'OK.'

However, if your configuration does not match that required by the game, you may need to make some changes. The two most common problems are not enough DOS memory (see **Available Memory**) and incompatible memory managers (see **Voodoo**). Problem areas (if any) are noted with the words 'NOT OK'. If this happens you have one of two options:

- If you have EMS, you can let the install program make a 'bootable floppy' for you. If this fails, or if you don't have enough memory, you can make a bootable floppy yourself. A bootable floppy is a floppy disk with a good configuration on it (see **Making a New Floppy Boot Disk**). Booting from this disk lets you avoid changing your system configuration.
- You may alter your computer's configuration yourself. The following sections suggest ways to do this. If you are unfamiliar with DOS, be careful about altering your configuration yourself. Always consult your DOS manual before changing your system configuration.

VOODOO AND 386 (OR HIGHER) SYSTEMS

Once again ORIGIN is pushing the edge of computer technology, and only processors as powerful as the 386 are capable of handling a game as advanced and complex as *Ultima VII*. The land of Britannia is more detailed than ever, requiring more and faster access to all system memory. Expanded Memory Specification (EMS) has limitations we have overcome with Voodoo technology, and ORIGIN is now able to take full advantage of the power locked inside your 386 or 486 system.

To deliver the best gaming worlds into this world, ORIGIN has pushed the limits of game technology. In the future, as the 386 becomes the base model PC, the EMS standard will go the way of its predecessors — still acceptable for some applications, but not for the best in gaming!

Here at ORIGIN, we welcome you to the future...

VOODOO

Ultima VII uses a special memory manager called 'Voodoo.' This manager, created by ORIGIN, comes with your *Ultima VII* game. Voodoo will run on any 386SX or higher IBM PC compatible computer. It uses extended memory, so it can co-exist with the HIMEM.SYS driver. However, HIMEM.SYS is not necessary for Voodoo memory to function.

Expanded Memory (e.g., QEMM, 386^MAX or EMM386). The other popular memory manager, called Expanded Memory (EMS), is *not* compatible with Voodoo. If you are using an expanded memory manager (such as QEMM, 386^MAX or EMM386) you must remove it to run *Ultima VII*. If you do not know how to do this (and if the following instructions don't help you), please call MINDSCAPE Customer Service for assistance.

If you *are* familiar with this process, disable the EMS memory manager. The acceptable minimum configuration is an empty AUTOEXEC.BAT and a CONFIG.SYS with the lines:

```
FILES=20  
BUFFERS=25  
DEVICE=C:\MOUSE\MOUSE.SYS*
```

If you wish to retain your original CONFIG.SYS file, refer to your DOS manual for how to copy it to another file name before making the changes.

HIMEM.SYS or XMM. As mentioned above, an extended memory manager (XMM) such as HIMEM.SYS (which is compatible with MS-DOS 3.3 or higher) is compatible with Voodoo, and does not require disabling.

Disk Caches. If you have more than two megabytes of RAM, a disk cache will improve upon extended memory and increase the speed of the game. However, if you have a disk caching program that caches the *floppy drive*, we recommend that you disable the floppy caching before installing or running the game.

* Your mouse driver may be located on another path.
Replace C:\MOUSE with the correct path if necessary.

AVAILABLE MEMORY

Your computer must have at least 640K of RAM plus one megabyte of extended memory to play *ULTIMA VII The Black Gate*. Regardless of the amount of RAM your computer possesses, there must be 524,000 bytes free to run the game. Sound and speech options can push this total to 561,144 bytes of DOS memory.

To find out how much free RAM your computer has before installation, run the DOS program, CHKDSK, by typing 'CHKDSK' at the 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 there is. For example, the last line might tell you that the system has 565,239 bytes free.

If you have less than the required amount of free RAM, you will not be able to run the game until additional memory is freed. If you are not familiar with this process, please call MINDSCAPE Customer Service.

Freeing Ram

If you are familiar with this process, you can:

- Remove any TSRs and disk caches from your configuration.
- Use the DOS=HIGH command in your CONFIG.SYS, if you use DOS 5.0.
- Remove from your AUTOEXEC.BAT and CONFIG.SYS start-up files any memory-resident programs that are unnecessary for system usage. You can alter these files with the text editors included with MS-DOS, called Edlin or Edit.

Consult your DOS manual for information on how to do any of these.

Never delete your AUTOEXEC.BAT or CONFIG.SYS files completely, for without them, your computer will not function.

RE-INSTALLING

At some time you may want to re-install the game (generally, to change or add a sound card, or to adjust the IRQ/DMA settings). Follow these directions. (You won't need to use the floppy disks that came with the game; you'll be re-installing from the data already on your hard disk.)

1. Type the letter of your hard drive followed by a colon and hit **Enter** (for example, **C:Enter**).
2. Type 'CD' followed by *Ultima VII's* directory name, then hit **Enter**. ('CD\ULTIMA7', if you chose the default directory.)
3. Type 'INSTALL' and hit **Enter**.
4. Follow the instructions under Installation Options, above.

When you re-install the game from the original floppies, you have the opportunity to 'delete' the games you have already saved, or 'save' them. Selecting the second option *will not* overwrite any 'saved' games, maintaining them for your continued adventuring.

MAKING A NEW FLOPPY BOOT DISK

If you don't want to reconfigure your system, you can make a bootable DOS system floppy disk to start your computer prior to play. The install program might give you this option. To create a bootable floppy yourself, insert a blank floppy into your A: drive. From the DOS prompt, type:

```
FORMAT A: /S Enter
```

When the format is complete and you are back to the DOS prompt, type:

```
COPY CON A:\CONFIG.SYS Enter
```

```
FILES=25 Enter
```

```
BUFFERS=25 Enter
```

```
DEVICE=
```

```
C:\MOUSE\MOUSE.SYS Enter*
```

```
C: Enter
```

Whenever you wish to play *Ultima VII*, insert this disk in drive A: and then turn your computer on. From the DOS prompt, change to your hard drive (for example, by typing **C:Enter**) and run the game as described on the Reference Card.)

TROUBLESHOOTING

Listed here are a few common problems and their solutions.

Speech fails to work after playing for only a short while.

You may have chosen an incorrect IRQ setting during installation. See your Sound Blaster manual for the correct setting. Re-install the game from you hard disk to change the IRQ. (See Re-Installing.)

Speech skips lines of dialogue.

You may have an IRQ conflict. This means that another card is operating on the same IRQ level (e.g., both the sound card and the printer are set at '7'). See your Sound Blaster manual to change your jumper settings. Then re-install the game from the hard disk and change the IRQ to a non-conflicting number. (See Re-Installing.)

Ultima VII fails to load or run properly.

- You may not have enough free RAM. Run CHKDSK to determine your computer's available RAM. Free up RAM if necessary. (See Available Memory.)
- You may have a memory resident TSR program that conflicts with the game. Boot the computer from a DOS system floppy disk or remove memory-resident programs before running the game. (See Voodoo and Making a New Floppy Boot Disk.)
- You may need to remove your Expanded Memory Manager. (See Expanded Memory in the Voodoo section.)
- You may have filled all free space on the active disk drive. At the DOS prompt (e.g., 'C:'), type 'DIR' to check available hard drive space. This lists a directory of your drive's contents and, following the directory, states how many bytes are free. Remember, you need at least 21 megabytes on your hard drive to load *Ultima VII* and 524,000 to 561,144 bytes of free RAM to run the game.

The mouse pointer doesn't respond properly.

Ultima VII supports the Microsoft Mouse and Microsoft Mouse Driver, version 7.0. Some other mouse brands may not be compatible.

The game runs too slowly.

- Your hard drive may be fragmented. Run an optimization program. See your retailer about an optimization program if you don't have one.
- Your computer may not be fast enough to run the game effectively. The minimum configuration is a 16 megahertz 386-based IBM PC or 100 percent compatible machine. Some older and/or slower machines may not be powerful enough.
- You may be able to use a disk caching program. If you have 4+ megabytes on your machine, a disk caching program can speed up your game. See your retailer about such a program.

None of the above suggestions seem to help.

If you cannot solve a problem with *Ultima VII*, please call MINDSCAPE Customer Service at (0444) 831761, Monday to Friday, between 9 a.m. and 4 p.m. Have the following information ready, if possible:

- which version of DOS you use,
- free RAM (from the last line of CHKDSK info),
- your mouse and mouse driver type,
- your graphics card,
- your machine type,
- your sound board(s),
- the content of your CONFIG.SYS and AUTOEXEC.BAT files,
- whether you use Windows, Desqview or a DOS shell.

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