

# READ THIS FIRST

## Worlds of Ultima: The Savage Empire "Getting Started" Guide

### INSTALLING THE GAME

If installing to floppies, make one blank, formatted floppy disk for each original disk that came with your game. For 5.25" versions, you will also need an extra blank, formatted disk to be your "Player" disk.

- 5.25" high-density disks: Two (2) blank, formatted disks for the game, plus one blank "Player" disk.
- 3.5" low-density disks: Four (4) blank, formatted disks
- 5.25" low-density disks: Seven (7) blank, formatted disks for the game, plus one blank, formatted "Player" disk.

1. Insert your original Disk 2 into a floppy drive. (usually A: or B:)
2. Type the drive letter followed by a colon (Ex: A:), then <ENTER>.
3. Type INSTALL <ENTER>.

Throughout the install process, you will be prompted to insert the original game disks. After inserting a disk, press <ENTER>. Use the arrow keys or press one of the red letters to highlight the desired configuration option. Press <ENTER> to select.

To abort installation, press the <ESCAPE> key. This returns you to DOS.

#### The Installation Screen

- 1) The current configuration is displayed at the top of your screen.
- 2) The bottom of the screen lists which keys can be pressed and their function.
- 3) Windows appear in the middle of the screen allowing you to change the default configuration information.

#### Step 1: Selecting the Destination Drive and Path

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

• *Floppy Disk Users:* You can't play *Savage Empire* from the original game disks. The installation process copies information from the original disks to the formatted disks you prepared earlier. Select the drive letter of the drive in which you will insert your blank disks.

• *Hard Disk Users:* You will be asked to enter the path name or subdirectory for the game. Our default subdirectory (SAVAGE) will work for nearly everyone. If you want, however, you can enter a different path name. Once you have typed in the name (or selected our default name) press <ENTER>.

At one point, a window may appear asking if you prefer to Save Time during play (unpack\* the files) or Save Space on your hard disk (leave the files packed). Select the option you want and press <ENTER>. If you have insufficient hard disk space to unpack the files, you are not given this option and the files remain packed.

\*Packing stores a great deal of information in little disk space (3 megabytes of free hard disk space). Unpacking the files requires more hard disk space (approx. 5 megabytes) and takes anywhere from 5 to 20 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 the Sound System

*Savage Empire* does not require a sound board, but you *must* have a sound board installed to hear the *Savage Empire* music.

If you have a Roland MT-32 /LAPC-1, an Ad Lib, or a 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." Press <ENTER>.

NOTE: You MUST use expanded memory in order to hear the *Savage Empire* musical soundtrack. Sound effects will play with or without expanded memory installed.

#### Step 4: Completing the Installation Process

You will be asked if the configuration at the top of the screen is correct. If not, press "N" and reset the options as you prefer. If so, press "Y" and the installation program copies files onto the selected drive. Insert original disks when prompted. When the install process is complete:

*Hard Drive players*-make sure you are in the *Savage Empire* subdirectory (\SAVAGE if you selected the default.)

*High Density floppy players*-insert disk 1 into your drive

*Low Density (720K 3.5" and 360K 5.25")* - insert disk 3 into your drive.

Type SAVAGE <Enter> to begin playing.

## Changing your Configuration

If you ever upgrade to a different graphics mode, add RAM memory, or add a sound board, follow the directions above and re-install *Savage Empire*.

## Saving Additional Games

The *Savage Empire* remembers one saved game at a time. If you wish to keep other saved games, copy the contents of the \SAVEGAME subdirectory to another subdirectory or to a floppy disk. To restore that game later, copy those files back to the \SAVEGAME subdirectory. See your DOS manual for further information on copying files.

## Restarting with Another Character

If you wish to start your quest again from the beginning, run the **INSTALL** program again (see **INSTALLING THE GAME**, above.) One of the menus in the **INSTALL** program allows you to choose between *Create New Character* and *Keep Existing Character*. Select *Create New Character*.

## Memory Usage

You must have at least 640K of RAM to play *Savage Empire*. (Tandy owners must have at least 768K of RAM.) Regardless of the amount of RAM memory in your machine, you *must* have 558,000 bytes free to run *Savage Empire*. Run the DOS program, **CHKDSK**, and look at the last line of the information presented. This tells you how much RAM memory is free. For example, **CHKDSK** might tell you that your 640K system has 575,239 bytes free. If you have less than 558,000 bytes free, you do not have enough free RAM and the game will not run.

To make more RAM available for your system, you may want to remove from your **AUTOEXEC.BAT** and **CONFIG.SYS** startup files any memory-resident programs that are unnecessary for system usage. If you do not want to reconfigure your system, we suggest making a bootable DOS system floppy disk to start your computer prior to play. Refer to your DOS manual for the procedure to create a startup diskette.

## Expanded Memory

Memory beyond 640K can be allocated as "expanded memory" which the game uses to play the musical soundtrack. (Remember, you also need a sound card installed for the musical soundtrack.) During the install process and when loading the game, you will be told if expanded memory was detected. Expanded memory is *not* the same as "extended memory."

To access expanded memory on a 386-based system, you must use an expanded memory manager program. Two of the most common ones are **QEMM.SYS** (which comes with Quarterdeck's Desqview) and **EMM386.SYS** (which comes with Microsoft Windows), but there are others. These 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.

To access expanded memory on a 286 system, you must use an expanded memory card. *Savage Empire* supports the Lotus/Intel/Microsoft 4.0 EMS standard and has been tested with the Everex and Above Board expanded memory cards. Other cards may not be 100% compatible.

Consult your hardware dealer or your expanded memory manager's documentation for more information about configuring expanded memory and determining how much expanded memory is available.

### **PROBLEM: *Savage Empire* fails to load or run properly:**

- You may not have sufficient free RAM memory. Run **CHKDSK** to check your computer's available RAM. Compare this to the amount of free RAM required for your computer/sound board system. Free-up RAM if needed.
- You may have a memory-resident TSR program that conflicts with the game. Boot the computer from a DOS system floppy 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, reinstall *Savage Empire*.
- You may have filled all free space on the active disk drive. Use the DOS "DIR" command to check available disk space.
- You may have incorrectly answered a copy protection question. This returns you to DOS and you must begin again.

### **PROBLEM: The mouse pointer doesn't respond properly:**

- The game supports the Microsoft Mouse and Microsoft Mouse driver, version 7.0. Other mouse brands and drivers may not be compatible.

### **PROBLEM: The game runs slowly:**

- PC speaker sound effects slow play. Select "No Sound" when installing.
- Your computer may not be fast enough to run the game efficiently. The preferred minimal con-

figuration is a 10 megahertz 286-based IBM PC/100% compatible machine. Some older and/or slower machines may not be powerful enough to provide the full experience.

### **PROBLEM: I can't copy my high density originals to low density disks:**

- You can only copy to disks with the same or higher capacity than the disks you are copying from.
- You can't copy from a high-density disk to a low-density disk, but you *can* copy a 1.2 Mb 5.25" floppy to another 5.25" high-density disk or a 1.44 Mb 3.5" disk.
- If, for example, you have the low-density 5.25" (360K) version of the game, you can copy *two* 360K disks to a single 720K 3.5" disk. You can even copy *three* 360K disks to a single high-density 5.25" or 3.5" disk.
- *You must copy whole disks. Never split the files found on a single original disk by copying partial disks or individual files.*

If you can't solve a *Savage Empire* problem, call ORIGIN Customer Service at (512) 328-0282, Mon.-Fri. 9 a.m. - 5 p.m., Central time. When calling, please have the following information ready (if possible):

Machine type, graphics mode, sound boards, mouse type; RAM memory installed; expanded memory, if any; which version of DOS you use; the contents of your **AUTOEXEC. BAT** and **CONFIG.SYS** files; whether you use Windows, Desqview, or a DOS shell.