

NOCTROPOLIS™

INSTALL GUIDE



NOCTROPOLIS INSTALL GUIDE

Welcome to **Noctropolis** . This guide begins with installation instructions for people who are about to play the game for the first time. At each step during installation, on-screen instructions will also be available to help avoid any confusion. If you experience any difficulty, consult Troubleshooting. To avoid compatibility or memory problems, please take a moment to confirm that your machine matches the system requirements. Remember, you may safely stop and return to the previous menu by pressing **Q**.

Note: Noctropolis has been fully tested with the Double Space disk compression utility that shipped with MS-DOS versions 6.0 and 6.2. We cannot guarantee the compatibility of our games with other disk compression utilities.

Noctropolis was tested fully with Intel-based processors. Other processors may not be compatible.

INSTALLATION

Note: If you are running a disk cache such as SMARTDrive prior to installing, you need to disable it to insure a clean installation. Refer to your documentation or make a system boot disk as described in Optimising Your System to disable this cache. This only affects the installation of the game. With write-behind caching disabled, SMARTDrive will work normally during gameplay.

1. Turn on your computer and wait for the DOS prompt. Some machines boot directly to Windows, or a different shell environment. Be sure to exit Windows (or other shell program), and install or start gameplay directly from the DOS command prompt (C:\>).
2. Insert the CD disk for **Noctropolis** into your CD-ROM drive.
3. Type the name of that drive (usually D:), then press **Enter** .
4. Type **INSTALL** and press **Enter** .
5. When prompted, follow the installation program.
6. To begin play, type **DARK** at the game's directory (default is **NOCTROP**) and press **Enter** .

SYSTEM REQUIREMENTS

Computer . Noctropolis requires at least an IBM 386/33 or 100% compatible system, and MS-DOS version 5.0 or higher.

Video Card. VGA, or VESA compliant SVGA (640x480 or 640x400).

Hard Drive. You must have a minimum of 512K on your hard drive to install and play this game.

Mouse. Noctropolis requires a Microsoft or 100% compatible mouse using Microsoft software driver version 7.0 or higher, Logitech software driver version 6.0 or higher, or 100% compatible software driver.

Memory. Noctropolis uses conventional RAM (base memory) and either extended memory (XMS) or expanded memory (EMS). You must have a minimum of 4 megabytes of RAM installed in your machine.

CHANGING YOUR SOUND CARD CONFIGURATION

If you ever add a sound card (or change from one sound card to another), you must reconfigure the sound card configuration for **Noctropolis** . Doing so won't harm your saved games.

Return to the drive and directory where you installed the game (default: C:\NOCTROP) and type INSTALL and press **Enter** . This allows you to change the selections you made when you originally installed the game. Simply follow the Installation procedure.

Note : Thunderboard sound cards may experience difficulties when accessing multiple sounds.

IF YOU HAVE TROUBLE INSTALLING

If you have not already, please review the System Requirements for **Noctropolis** to ensure that your hardware setup and **Noctropolis** are compatible.

Memory. To find out how much DOS, XMS and EMS memory your computer has available:

1. From the DOS prompt, type: MEM and press **Enter** .

When the memory information is displayed on the screen, look for the following listings:

- LARGEST EXECUTABLE PROGRAM SIZE

This number indicates how much DOS conventional memory is available. You must have at least 512,000 bytes (500K) listed here.

- TOTAL EXTENDED (XMS) OR TOTAL CONTIGUOUS EXTENDED

This is the amount of extended memory in your computer. You must have at least 3,145,728 bytes (3072K) listed here.

- BYTES FREE OF EMS OR FREE EXPANDED (EMS)

This is the amount of expanded memory configured for your system.

You may load an Expanded Memory Manager driver (such as EMM386.EXE). This will allow you to load necessary drivers into upper memory. Consult your memory manager's documentation and *Optimising Your System* for more information. If you are unsure about these different types of memory, consult your DOS manual.

Memory Requirements

Noctropolis can use three forms of memory: conventional RAM (base memory), extended memory (XMS) and expanded memory (EMS). As long as you have at least 500K of conventional memory, and at least 3200K of total RAM (base, XMS or EMS), the game will run correctly. If you are unsure about any details regarding the different types of memory, consult your DOS manual.

Optimising Your System

If you are experiencing problems running **Noctropolis** or do not have the appropriate amount of memory, it might help to create a separate boot disk and decrease the number of memory resident programs (TSRs) you have loaded.

Do not delete your AUTOEXEC.BAT or CONFIG.SYS files completely — without them, your computer will not function.

Creating a Boot Disk for Noctropolis

Here are the steps for creating a DOS boot disk. (If you are at all unfamiliar with the DOS commands being used, please consult your MS-DOS manual for more information.)

IMPORTANT: To create a DOS boot disk you need a blank disk the same size and density as your A: drive.

1. Type C: and press Enter
2. Insert a blank disk into drive A:.
3. Type Format a:/s and press Enter
4. You are prompted to insert a blank disk into drive A:.. DO so if you haven't already, and press Enter.
5. Once the disk has finished being formatted, you are asked to label (name) the disk. Type in a label or press Enter for no label.

6. You are now asked whether you wish to format another disk. Type N and press Enter.
7. You must now create a config.sys file on your boot disk by typing the following at the C: prompt:

type c:\config.sys and press [Enter].

When the file is displayed, look for the line that relates to your CD-Rom drive, and write it down on a piece of paper. For example, the usual line for a Panasonic CD-drive connected to a SoundBlaster 16 would be;

```
device=c:\sb16\drv\sbcd.sys /d:mscd001 /p:220
```

8. Now type **edit a:\config.sys** and press [Enter]

When the blue edit screen appears, type in:

```
device=c:\dos\himem.sys
```

```
dos=high
```

```
files=30
```

```
buffers=30
```

```
device=c:\(path to your CD-Rom DEVICE driver)
```

Add your cd-rom device driver to the previous line just it appears in the config.sys file that you copied down earlier.

9. Exit and save this file by pressing

ALT-F

X

Y

10. You will also need an AUTOEXEC.BAT file on your boot disk. To create one, type:

type c:\autoexec.bat and press [Enter].

When the file is displayed, look for the line that contains MSCDEX, and write it down on a piece of paper. For example, the usual line for a Panasonic CD-drive connected to a SoundBlaster 16 would be;

```
device=c:\dos\MSCDEX /d:mscd001 /v /m:15
```

11. Now type **edit a:\autoexec.bat** and press [Enter].

When the new screen appears, type:

```
prompt $p$g
```

```
path=c:\dos
```

C:\(path)\MSCDEX (all parameters as they appear in the AUTOEXEC.BAT) on drive c:

Add your MSCDEX to the previous line just it appears in the autoexec.bat file that you copied down earlier.

C:\(path to your VESA driver, e.g c:\vesa\vesa.com)

Note: This final line may not be required if your video card has a VESA driver built into its ROM BIOS (for more information about VESA drivers see Video Card Compatibility)

10. Exit and save this file by pressing:

ALT-F

X

Y

IMPORTANT: Remember to boot your PC from the DOS boot disk whenever you install the game, and every time you play Noctropolis(see below).

To start your machine using the DOS boot disk:

1. Insert the DOS boot disk into drive A: then restart your machine. The computer boots up to the A:> prompt.
2. Type C: and press Enter to return to your hard drive.

For more information consult your DOS users manual.

Video Card Compatibility

Noctropolis's high resolution graphics require both a VESA compatible SVGA video card and VESA Super VGA BIOS Extension installed before you start the game. VESA stands for Video Electronics Standards Association. This standard allows the graphics to be displayed on any video card that is VESA compatible without the need for the game's programmers to know precisely how each individual card works.

If when attempting to run the game in high-res mode you get either a blank screen or garbled graphics, your video card probably needs a VESA driver loaded prior to playing. Consult the documentation and software that came with your video card on the loading of the driver, or contact your video card manufacturer.

To Use Your New Boot Disk

Turn your computer off, insert your new boot disk in your A: drive and turn the computer back on.

Type:

c: and press **Enter** (or the drive in which you installed the game).

CD NOCTROP and press **Enter** .

DARK and press **Enter** .

Mouse Setup

Be sure that you are using a 100% Microsoft-compatible mouse driver — a Microsoft version 7.0 or higher mouse driver is preferable. If you are using a boot disk, this driver must be loaded within your boot disk configuration. Since the command line may differ from mouse to mouse, consult the AUTOEXEC.BAT file that you copied or printed earlier, and look for your mouse driver line. Once you have located the line, copy it onto a piece of paper and use that one, replacing the mouse driver line (C:\MOUSE\MOUSE.COM) that we suggest above.

Consult your mouse user's guide for more detailed instructions on loading the mouse driver for your computer.

Disk Cache Setup

Before installing **Noctropolis** , we recommend that you temporarily disable your disk cache. Occasionally, installing with a disk cache active can generate "false" bad disk errors. To temporarily disable your disk cache program, make a boot disk with one of our recommended configurations. (Refer to Creating a Boot Disk for how to create such a boot disk.) Now reboot your computer with this boot disk (which does not include the disk cache). When you have completed the installation, follow the instructions below to reconfigure your boot disk to include the disk cache program.

If you decide to install SMARTDrive (a disk caching program), we recommend using the SMARTDrive versions from Windows 3.1 or DOS 6.0. You will need to add the following line to the beginning of your AUTOEXEC.BAT file to install SMARTDrive. (You may need to change the path on this line depending upon where your disk cache program is located.)

Machines with less than 8 megabytes RAM:

C:\DOS\SMARTDRV.EXE 1024 c (the final letter being the drive where you installed **Noctropolis**).

Machines with 8 megabytes or more RAM:

C:\DOS\SMARTDRV.EXE 2048 c (the final letter being the drive where you installed **Noctropolis**).

Note : On a 4-megabyte machine, a disk cache program will take up too much memory for **Noctropolis** to run. Though other disk cache programs may work with **Noctropolis** , we cannot guarantee their compatibility with this software.

Installation Fails

In the unlikely event that the installation fails, an error message should tell you the nature of the problem. See [Troubleshooting](#) for solutions to some common problems.

GENERAL MIDI

Noctropolis only supports General MIDI at port address 330.

Noctropolis has joined the next generation of music quality with its support of the General MIDI standard as defined by the MPU-401 instruction set. At the time of publishing, only a few cards support MPU-401. These cards include the Roland SCC-1, Roland RAP-10, Creative Labs Sound Blaster 16 with the attached Wave Blaster daughterboard, and the Creative Labs Sound Blaster ASP 16 with the attached Wave Blaster daughterboard. Other manufacturers have already released, or are planning to release, sound cards that utilise the MPU-401 instruction set. However, sound cards that use a memory-resident program (TSR) to emulate MPU-401 may not work with this software.

Note: Some General MIDI sound cards offer digitised speech or sound effect capabilities. However, in the case of the Roland RAP-10, customers will need to use a second sound card such as a Sound Blaster, Sound Blaster Pro or 100% compatible sound card for digitised speech and effects. Review your sound card documentation or contact the manufacturer for further information.

TROUBLESHOOTING

Common Questions

Q: I get an error message about a VESA driver. When I load UNIVBE.EXE, like it told me to, my system locked up with a blinking cursor. Now what's wrong?

A: Your card may not support a VESA standard. Contact the manufacturer of your video card to obtain a current version of the VESA driver for your card.

Q: The game says it has trouble find the INSTALL.CFG file. What should I do?

A: An error may have occurred during installation. This may be solved by installing with a boot disk. Refer to Creating a Boot Disk.

Q: My game says PROGRAM TERMINATED NORMALLY after I installed, or when I exit the game. Is this bad?

A: Nope. It just means that your system was working fine when you exited to DOS.

Q: My sound works but it cuts out half way through a speech, or digitised sound.

A: The IRQ setting you have chosen is incorrect. Re-select the correct IRQ from the installation program.

Q: My mouse is not working with Noctropolis. My mouse works with all of my other software applications. Why not with Noctropolis?

A: You should first check to see if your mouse has been loaded into either DOS (in your AUTOEXEC.BAT or CONFIG.SYS file) or onto the boot disk that you are using to play the game. If neither, it cannot interact with your game. Windows and many other "multi-tasking" shell environments load their own built-in mouse driver. These mouse drivers will not operate outside their own environment. Loading a mouse driver into the DOS environment can be as simple as typing at the command prompt (c:\>):

MOUSE < Enter >

A: Your mouse may not be 100% Microsoft compatible. You will need to obtain a suitable mouse driver in order to run Noctropolis.

Q: I have a 100% compatible sound card but I'm not getting any sound. Why not? OR

Q: Noctropolis says that it cannot find my sound card or that the sound initialisation failed. What's wrong?

A: If your sound card is not one of the cards listed on the box or in the installation program, but is "100% compatible" with one of the cards listed, it may have to be put into "SB" (Sound Blaster) emulation mode through its software or a switch setting on the card. Consult your sound card manual or its manufacturer for further information.

Q: Why does the game crash right after the EA logo?

A: It may be that the interrupt for the sound board is set incorrectly. New Sound Blaster cards typically have interrupt 5 as the default setting, but older Sound Blasters have interrupt 7 as the default setting. After checking the settings of your soundboard, re-install and select the correct interrupt.

Q: My copy of Noctropolis is defective. Every time I play, it quits to DOS with an error that says I do not have enough memory.

A: This indicates that not enough memory existed to continue game play. Make sure that you have enough free memory in either conventional/base RAM or extended memory (XMS). Use the DOS MEM command to determine how much free memory you have available. There must be at least 3,200K free in conventional memory and XMS combined. Refer to Optimising Your System.

Q: Noctropolis runs slowly and occasionally locks up.

A: You may be loading other software that is not compatible with **Noctropolis**. First, try running the game from a boot disk. Refer to Creating a Boot Disk. Also, you may not be meeting all of the necessary system requirements. Refer to **System Requirements** at the beginning of this guide. Also, if you are not running SMARTDrive you may want to add that line to your AUTOEXEC.BAT file (see Disk Cache Setup).

Q: Why does my game crash when I play Noctropolis through Microsoft Windows or Windows NT, IBM OS/2 or Desqview?

A: Multi-tasking environments such as these often conflict with **Noctropolis** in their use of memory and other system resources. We do not recommend playing **Noctropolis** under any of these circumstances. In general, we recommend that you exit out of Windows (or similar applications) and play from the DOS prompt.

Q: Noctropolis still doesn't work after I made a boot disk and/or modified my CONFIG.SYS and AUTOEXEC.BAT files.

A: Copy down the error code and information the computer displayed when it quit to DOS. Then see Technical Support.

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