

Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase.

During such period defective media will be replaced if the original product is returned to Electronic Arts at the address on the rear of this document, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address.

This warranty is in addition to, and does not affect your statutory rights in any way.

This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

Media Replacement

Electronic Arts will replace user damaged media, current stocks allowing, if the original media is returned with a Eurocheque for £7.50 per CD, payable to Electronic Arts Ltd.

Software ©1995 Bullfrog Productions, Ltd.

Magic Carpet 2 and Bullfrog are trademarks of Bullfrog Productions, Ltd.

Pentium is a registered trademark of the Intel Corporation

MAGIC CARPET™ 2 – NETHERWORLDS

REFERENCE CARD

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing the game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a game.

System Requirements (IBM PC or 100% Compatible)

CD-ROM

REQUIRED: MS-DOS 5 or higher, 8Mb RAM, 486 66MHz or higher, a double-speed CD-ROM drive, 8Mb hard disk space, mouse & 100% Microsoft compatible driver. VESA compatible driver, SVGA video card & monitor. Additional hard drive space is required for any saved games (see *Saving Games*).

RECOMMENDED: Pentium, quad speed CD-ROM drive. Hi-Res mode requires 16Mb RAM.

SUPPORTED: SoundBlaster and 100% compatibles, AWE32, AdLib, Roland MT32, General MIDI. Joystick, i-Glasses, Gravis Gamepad, Joypad.

MULTIPLAYER MODE: 2- 8 players, requires NETBIOS & 8Mb+ RAM. Hi-performance systems recommended.

LOADING MAGIC CARPET 2

1. Make sure the CD is seated in the CD-ROM drive and boot up your PC.
2. Type **D:** and press **Enter**. (If the game was not inserted into the D: drive, enter the appropriate drive letter.)
3. Type **NWSETUP** at the command line and press **Enter**. Follow the on-screen instructions to select your sound card; Magic Carpet 2 automatically detects the correct parameters and settings. Use the cursor keys to highlight an option and confirm selection by pressing **Enter**.
4. When you've completed configuration, select **Done** and press **Enter**.
5. Type **NETHERW** and press **Enter**. The title screen appears, followed by the game intro sequence.
6. To leave the intro sequence at any time, **left-click** the mouse button; the Stone Tablet of Janus appears. For gameplay instructions, refer to the accompanying *Playguide*.

Key Command Summary

In-Game Mode

- P – Pause game/access Option Panel (not in Network play)
R – Change screen resolution
Esc – Abort current mission
Return – Toggle between game screen and mission map
O – Show current objective
M – Adjust music volume
V – Adjust sound volume
1-8 – Send message (network play only)
F1 – Toggle in-game help on/off
F2 – Toggle flight assistance on/off
F3 – Toggle speed fast/normal
F4 – Toggle speech on/off
F5 – Toggle sound on/off
F6 – Toggle music on/off
F7 – Adjust gamma correction
F8 – Toggle player names on/off
Left mouse button – Fire left assigned spell
Right mouse button – Fire right assigned spell
Cursor arrow up – Increase speed
Cursor arrow down – Decrease speed
Cursor arrow left – Move left
Cursor arrow right – Move right
Left & right cursor arrows – Barrel roll
Backspace – Stop moving
Spacebar – Resurrect / Restart mission
Shift + left mouse button – Scroll through left assigned spells (forward)
Shift + right mouse button – Scroll through right assigned spells (forward)
Shift-L – Destroy last castle stage
Shift-F1 – Toggle reflections on/off
Shift-F2 – Toggle sky on/off
Shift-F3 – Toggle shadows on/off
Shift-F4 – Toggle light sources on/off
Shift-F5 – Toggle map icons on/off
Shift-F6 – Toggle panel transparency on/off
Shift-F7 – Toggle flat shading on/off

Alt + left mouse button – Scroll through left selected spells (backwards)

Alt + right mouse button – Scroll through right assigned spells (backwards)

[– Increase screen size

] – Decrease screen size

I – Start text input

C – Calibrate head set

Control – Open Spells Menu

Spells Menu Mode

(To use these options hold **Ctrl**.)

Shift + left mouse – Toggle left assigned spell on/off

Shift + right mouse – Toggle right assigned spell on/off

Left mouse – Assign highlighted spell to left mouse button

Right mouse – Assign highlighted spell to right mouse button

Left + right mouse button – Fire spell without assigning

Hold mouse button – To access higher level spells

Mission Map Mode

Alt key – Display player information

Option Panel Mode

D – Options panel

Left mouse button – Toggle option forwards

Right mouse button – Toggle option backwards

Front End Screens

F1 – Toggle help mode on/off

Netherworlds Map Screen

O – Show level objective

Magic Carpet 2 Control Methods

Headset Devices

i-Glasses (Virtual i-O)

Plug your i-Glasses into the PC as per the instruction manual. Insert the Magic Carpet 2 CD, then at the command line type the following:

```
NETHERW -VIO [BAUD RATE] [COM. PORT]
```

Note: The *baud rate* is a setting between 1,200 and 19,200, depending upon our PC's configuration. The *com. port* is the port to which you've connected your i-Glasses to your PC. For further information, refer to your i-Glasses documentation.

In game, with your i-Glasses operational, press C to calibrate the head tracking mechanism and press S to switch to stereo mode.

Calibrating Your Joystick

When you click on the joystick icon from the Stone Tablet (see the accompanying *Playguide*), you can choose to control the carpet with either a digital or analogue joystick, instead of the mouse. **Left-click** the tick icon to make your selection; you're prompted to calibrate your joystick by rotating it in a complete circle once. Click joystick button 1 to confirm calibration. If at anytime you wish to return to mouse control, select the joystick icon and click on the X.

Joypad Play

If you intend to play Magic Carpet 2 with a joypad such as the Gravis Gamepad, select the joystick option from the Stone Tablet and when the scroll opens **left-click** the digital option. Confirm your choice by **left-clicking** the tick icon.

The Gamepad's control buttons work as follows:

Top button (blue): Fire right selected spell.

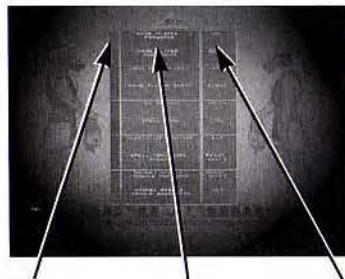
Left button (red): Fire left selected spell.

Right button (green): Open/close Spells Menu.

Bottom button (yellow): Press and hold and use in conjunction with the D-Pad to move your carpet backwards or forwards, and to dodge incoming spells.

D-Pad: Control the movement of the carpet.

Configuring Keyboard Controls



Left-click here to highlight command Command Current setting

At the Stone Tablet (see the *Playguide*) **left-click** the Configure Keyboard icon for the Keyboard Configuration screen. Here you can customise carpet control, menu access and spell casting controls.

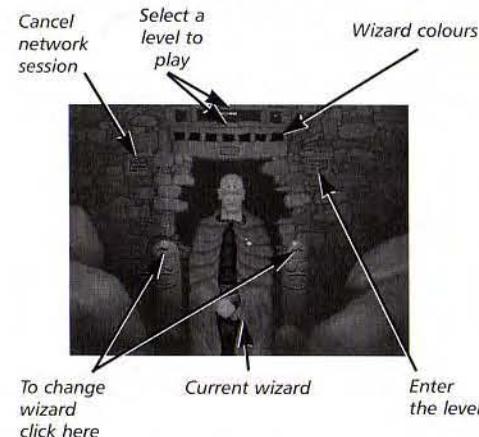
To configure keyboard controls, simply highlight the box on the left of the control you wish to alter and **left-click**. Now press your preferred key; the current key on the right side of the control option changes to reflect this.

When your keyboard configuration changes are complete, **left-click** the tick icon at the bottom of the screen to return to the Stone tablet.

Click on the eye at the top of the screen to return to the default settings.

You cannot configure certain keys as they have preset uses. Refer to the *Command Summary* for details of these.

Multiplayer Games



In multiplayer games, all the competitors must run their own copy of Magic Carpet 2 and choose the network option independently from their own PC. The network should support NETBIOS®, which you must run from the command line before you enter the game.

Note: For information on configuring your system for network play, consult your NETBIOS® documentation or network manager.

At the Stone Tablet, **left-click** the Multiplayer Game icon. Enter the selected network session number (0-9); each player in your network game must enter the same session number. Now **left-click** the tick icon; the Network Configuration screen appears.

Selecting a Wizard

In the centre of the Network Configuration screen is your currently selected wizard. To change the wizard, use the mouse to click on the obelisks either side of the screen. As you scroll through the available wizards, the colour above the door changes. Other colours appear in the seven slots above the doorway, representing the other players in your network game.

The wizard colours are as follows:

You – White

Nyphur – Red

Rahn – Green

Jark – Purple

Belix – Blue

Elyssia – Pink

Yragore – Brown

Prish – Orange

Selecting a Level

Network games take place on single levels, rather than following the Magic Carpet 2 narrative and progressing through the levels. To select the particular Netherworld you wish to play, **left-click** the switches at the top of the screen and then **left-click** the gargoyle icon on the right to confirm selection and enter the level.

To cancel the network session at any time, **left-click** the gargoyle icon on the left of the Network Configuration screen; you're returned to the Stone Tablet,

Sending Messages During Network Play

I – Start Text Entry mode

Shift-F1 – Use message store 1

Shift-F2 – Use message store 2

Shift-F3 – Use message store 3

Shift-F4 – Use message store 4

Shift-F5 – Use message store 5

Shift-F6 – Use message store 6

Shift-F7 – Use message store 7

Shift-F8 – Use message store 8

F9 – Toggle message target mode

Control – Accept message

Esc – Abort message

All other keys enter text

The All-Seeing Eye

Here's the definitive key to the All-Seeing Eye:

Marker stone – Flashing blue dot

Creature (night/cavern levels) – White dot

Creature (day levels only) – Black dot

Teleport – Large pink square

Fly to point/a sign – Flashing yellow square

Unpossessed mana – Yellow dot

Your possessed mana – Flashing white dot

Exit point – Red X

Spell – Red dot

Objective creature (night/cavern levels) – White dot in flashing red square

Objective creature (day levels only) – Black dot in flashing red square

Experience scroll – Flashing red and white dot

Tree (night/day levels) – Green dot

Mushroom (cavern levels only) – Green dot

Possessed building – Coloured flashing dot

Unpossessed building – Pink dot

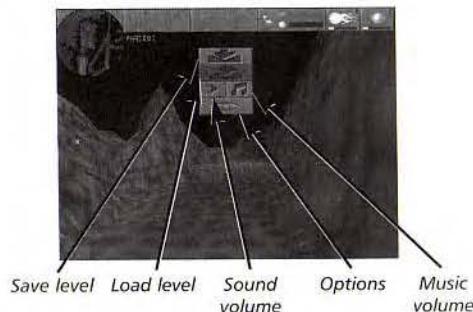
Civilian – Blue dot

White balloon – Your balloon

Coloured balloon – Enemy balloon

Direction to current objective – Flashing red arrow

Pause Menu



Press **P** during a mission for the Pause menu. This has five options; to activate any of them, **left-click** the appropriate icon. The Pause menu options are:

Save level: This option allows you to preserve an incomplete mission, and can be very useful if you're about to fly into real trouble. **Left-click** the tick or X icon to confirm your decision yes or no; any previous level save is immediately overwritten.

Load level: Okay, so the ghastly minions of Vissuluth creamed you. But if you had the good sense to save the level before a terminal encounter, you can resume it immediately using this option. **Left-click** the tick or X icon to confirm your decision yes or no.

Sound volume: With this option active, press and hold the **left** mouse button and move the mouse left or right to adjust sound volume up or down.

Music volume: With this option active, press and hold the **left** mouse button and move the mouse left or right to adjust music volume up or down.

Options: **Left-click** this icon for the Game Configuration menu. Use the mouse to highlight the desired option(s) and **left-click** to activate an option or increase its value.

Right-click to de-activate or decrease the setting. When you alter a Game Configuration option, the new setting appears above the menu. To return to the Pause Menu at any time, **left-click** OK.

Running Magic Carpet 2 on Non C: Local Drive

If your hard drive is anything other than C:, Magic Carpet 2 must be run with the following command:

NETHERW -HARDDRIVE [DRIVE_LETTER]:

Where [drive_letter] represents the single character defining the local hard drive. If you wish to play the game with sound and music, make a copy of the batch file `NWSETUP.BAT` and edit it such that the sound files are copied from the Magic Carpet 2 CD SOUND directory to your local drive `\NETHERW\SOUND` directory. The `SETSOUND.EXE` should have the `-HARDDRIVE` parameter, e.g.:

SETSOUND -HARDDRIVE [DRIVE_LETTER]:

Advanced Options

The following commands may be typed after `NETHERW` in the command line:

-MUSIC2: Use alternative music from the original Magic Carpet.

-VIO [BAUD RATE] [PORT]: Defines parameters for use with VIO headset.

-DETECTOFF: Disable auto-detection of sound hardware.

PROBLEMS WITH THE GAME?

Before you reach for the phone READ THIS!

If you are having a problem installing or playing the game, we want to help. First, please make sure you have read the installation instructions thoroughly. If you have followed the directions in the documentation, and are still having trouble installing or operating the software, below are some hints that might help solve the problem.

NOTE: Before attempting any of the following suggestions, please make sure you are familiar with the DOS commands being used. Consult your DOS manual for more information.

Creating a Boot Disk for Magic Carpet 2

If you are having trouble installing or running this software, experiencing lockups, or other problems, we suggest you try starting up your system with a DOS boot disk. This will ensure that you have the required amount of memory available and creates the system environment in which the game was designed to run.

Here are the steps for creating a DOS boot disk. Please follow these exactly.

IMPORTANT: To create a DOS boot disk you need a blank disk the same size 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.

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

EDIT A:\CONFIG.SYS and press **Enter**

When the blue edit screen appears, type in:

DEVICE=C:\DOS\HIMEM.SYS

DOS=HIGH

FILES=50

BUFFERS=30

DEVICE=C:\(PATH TO YOUR CD-ROM DEVICE DRIVER)

Add your cd-rom device driver to the previous line just as it appears in the config.sys file on the root directory of your hard-drive. To view this file type the following from the Dos 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:miscd001 /p:220

- Exit and save this file by pressing

ALT-F

X

Y

- You will also need an AUTOEXEC.BAT file on your boot disk. To create one, 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 as it appears in the autoexec.bat file on the root directory of your hard-drive. To view this file type the following from the Dos prompt;

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:miscd001 /v /m:15 and

C:\MOUSE\MOUSE.COM (or the path to your mouse driver as described in the AUTOEXEC.BAT on the C: drive)

- 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 Magic Carpet 2 (see below).

To start your machine using the DOS boot disk:

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

For more information consult your DOS users manual.

Video Card Compatibility

Magic Carpet 2'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-resolution 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.

WINDOWS® 95 USERS READ THIS!

Windows 95 has been designed to make the installation & running of games software easier. While we have tried to simplify the procedure for launching this game in the instructions below, we have listed two methods you might use to install & run this game. We recommend that you use only the first method, but if you experience any problems try method 2.

If you are unfamiliar with the commands we have used, we recommend that you use the Windows 95 on-line help facility. Select the HELP option from the START menu, and read the information given under the following headings:

GAMES

PIF EDITOR

ADD/REMOVE PROGRAMS.

GAMES

MS-DOS GAMES

MS-DOS PROGRAMS

SHORTCUTS

METHOD 1

Installation:

- Insert the game disk into the relevant drive.

(This is likely to be drive D:)

- Open the Windows Explorer.

HINT: There is more than one way to begin Explorer. Try a right mouse click on the Start button and then select EXPLORE.

- On the left side of the window, Explorer

will display a list of all drives and folders that you can access. Click once with the left mouse button on the drive you inserted our game into. (You may need to click on the up/down scroll arrows to view this. - Refer to SCROLLING in Windows HELP)

- Explorer will now update the right side of the window to list all files present on the game disk, double click the left mouse button on the icon named **NWSETUP**. (This may appear as **NWSETUP.BAT**)

Follow the on screen instructions to select your sound card; Magic Carpet 2 automatically detects the correct parameters and settings. Use the cursor keys to highlight an option and confirm selection by pressing **Enter**. When you exit the setup program close the DOS Window.

To run the game:

- Insert the game disk into the relevant drive.

- Open the Windows Explorer.

3. On the left side of the window, Explorer will display a list of all available drives and folders that you can access. Click once with the left mouse button on the drive you inserted our game into. (This is likely to be drive D:)

- Explorer will now update the right side of the window to list all files present on the game disk, double click the left mouse button on the **NETHERW** icon. (This may appear as **NETHERW.EXE**)

METHOD 2

Configuring devices in MS-DOS

One of the many benefits of Windows 95 is the introduction of **virtual device drivers**. In most cases, Windows is capable of detecting and configuring **virtual device drivers** for itself so that it can take advantage of any devices you add to your machine (for example CD-ROM drive, Sound card etc.). Unfortunately MS-DOS is not able to use the newer virtual device drivers, it requires their **real mode** equivalents which should be supplied by the device's manufacturer.

If you do not have these **real mode** drivers or if you are unsure, consult your systems documentation or supplier for assistance in fully configuring your computer for MS-DOS mode.

If you are familiar with the configuration of real mode device drivers via the CONFIG.SYS and AUTOEXEC.BAT files, you can set up an MS-DOS environment for our game and include the necessary lines for your devices. The procedure is as follows:

Installation:

1. Insert the game disk into the relevant drive.
(This is likely to be drive D:)
2. Click once on the **START** button, and choose **RUN** from the menu.
3. Type **D:\NWSETUP.BAT** and click on the **OK** button.

Follow the on screen instructions to select your sound card; Magic Carpet 2 automatically detects the correct parameters and settings. Use the cursor keys to highlight an option and confirm selection by pressing Enter. When you exit the setup program close the DOS Window.

To run the game:

1. Click the right mouse button over an area of free space on your desktop, then select **New >**
Shortcut.
2. A Window will appear asking you to specify the 'Command line' for the shortcut. Type **D:\NETHERW.EXE** and then click on the **Next>** button.
3. Another window will appear asking you to enter a name for the shortcut. Click **NEXT** to accept the default name **NETHERW**. Choose the icon you would like to see on your desktop and click **Finish**.
4. You are returned to the desktop screen. Right click the mouse on the new **NETHERW** icon and select **Properties**. When the '**NETHERW**' properties Window appears click on the **Program** tab at the top, then click the **Advanced...** button
5. The 'Advanced Program Settings' window

appears. Click in the **MS-DOS Mode** box, then click on the **Specify a new MS-DOS configuration** button.

You must now input the lines necessary for MS-DOS to recognise your CD ROM drive & other hardware devices and peripherals. When you have finished, click **OK** to return to the 'MS-DOS prompt' properties window and then **OK** again to return to the desktop.

Your Magic Carpet 2 shortcut is now configured. Double click this icon with the left mouse button to begin the game. A message will appear telling you that all applications will be closed, your machine will then reset itself and load the game.

Technical Support

If, after thoroughly reviewing ALL the documentation, you are still having a problem with this software, please read the following section.

Electronic Arts has a staff of customer service technicians ready to help you with any problems you may encounter with the game. Electronic Arts Customer Service is available Monday to Friday during normal business hours on (01753) 546465.

Today's PCs run with millions of different hardware and software combinations. Because of this, you may also have to refer to your computer dealer or hardware manufacturer in order to properly configure their product to run with our game.

When you call, if at all possible, be near your computer. If it is not possible, make sure you have the following information ready:

- The error message displayed when the problem occurred (if any).
- A listing of your machine type and hardware contents, including CPU, sound and video board details.
- The DOS version number you are currently running.
- Your mouse and driver type.

- The contents of your CONFIG.SYS and AUTOEXEC.BAT files.
- Your CD-ROM drive type and CD-ROM extensions version, if fitted.
- The contents of a CHKDSK and MEM/C statement.

Or you may write to us at the following address, including a daytime telephone number and the above information.

Electronic Arts Customer Service, P.O. Box 835, Slough, Berkshire, England SL3 8XU

You can contact our UK Customer Service department by email at:

UK-SUPPORT@EA.COM or visit our World Wide Web site at: [HTTP://WWW.EA.COM](http://www.ea.com)

NOTICE

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS IN THIS PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS UNDER COPYRIGHT. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS LIMITED, P.O. BOX 835, SLOUGH, BERKS SL3 8XU, ENGLAND.

ELECTRONIC ARTS MAKES NO WARRANTIES, CONDITIONS OR REPRESENTATIONS EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS". ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH RESPECT TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. IN NO EVENT SHALL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES.

THESE TERMS AND CONDITIONS DO NOT AFFECT OR PREJUDICE THE STATUTORY RIGHTS OF A PURCHASER IN ANY CASE WHERE A PURCHASER IS A CONSUMER ACQUIRING GOODS OTHERWISE THAN IN THE COURSE OF A BUSINESS.