STAR WARS®
REBEL
ASSAULT™

REFERENCE CARD

CONTENTS

Your *Rebel Assault* package should contain the following items:
- One Compact Disc
- One User's Manual
- This Reference Card
- Odds 'n ends that you don't really need to play the game

READ ME

Additional information on setting up and playing the game may be found in your READ ME file. To access this file, change directories to your CD drive and, at the prompt, type: **README**. To advance to the next screen of the READ ME file, press the SPACEBAR.

How to make a basic BOOT Disk to run a CD-based game

Note: In all of the following sections, read an underscore (_) as a space.

• First, you will need to format a floppy disk and make it bootable.

1) Insert a new, unformatted floppy disk into your **A:** drive.

2) At your **C:** prompt, type:
   format_A:_/s <enter>
   This will format the floppy disk and tell the operating system that this disk can be booted from.

3) At your **C:** prompt, type:
   dir_A: <enter>
   A list of files on the newly formatted floppy disk will appear. Look for a file called **COMMAND.COM**. If you do not find one, you will need to copy it to the floppy from your hard drive by typing at the **C:** prompt:
   copy_command.com_A: <enter>
   If you get an error message that the copy command cannot find **COMMAND.COM**, it might be because the file has been moved to your DOS directory. Copy it from there by typing:
   copy_dos\command.com_A: <enter>
   • Now you need to tell the boot floppy how to talk to your CD drive.

The system gets this information from two files: **CONFIG.SYS** and **AUTOEXEC.BAT**. You will need to create these two files on your boot floppy, using the two versions on your hard drive as reference.

4) At your **C:** prompt, type:
   copy_config.sys_a: <enter>
   copy_autoexec.bat_a: <enter>
   This will copy the two files from your hard drive to the floppy disk.

5) At your **C:** prompt, type:
   a: <enter>
   This changes your current drive from your **C:** drive to your **A:** drive. Your **C:** prompt should change to **A:\.** *IMPORTANT! Verify that your prompt has changed to **A:\.** You will be modifying your **CONFIG.SYS** and **AUTOEXEC.BAT** files on the floppy disk. If you fail to change drives first, you will change the files on your hard disk instead and may make your hard disk unbootable.*

6) At your **A:** prompt, type:
   edit_config.sys <enter>
   You will now be running the DOS text editor, which you may use to modify the **CONFIG.SYS** file. Move your cursor around the file with the arrow keys. You can insert text at the cursor location by simply typing it, or delete the character currently over the cursor by pressing the <delete> key.

7) On your floppy disk, delete non-essential lines from the **CONFIG.SYS** file by moving the cursor to the beginning of the line and pressing delete several times. Keep any lines relating to your CD drive and sound card. Unfortunately, exactly what lines you will need to keep will vary slightly depending on what hardware you have installed in your machine. When you are done, your file should look something like this:

```
LASTDRIVE = E
DEVICE = C:\DOS\HIMEM.SYS
DEVICE = C:\SCSI\MA13B.SYS
DEVICE = C:\SCSI\NECCDR.SYS /D:NECCD
DEVICE = C:\SBPRO\DRV\SBPCD.SYS /D:MSCD001 /P:220
DOS = HIGH
DOS = UMB
BUFFERS = 20
FILES = 20
DEVICE = C:\DOS\SETVER.EXE
```

The above example is for a computer set up for an NEC CD-ROM drive with a Sound Blaster Pro sound card. For your setup, the lines in italics may be completely different, and there may be more or fewer lines. Look for and keep lines that list your CD-drive's name, sound card's name, or "CD" in them somewhere.

8) Hold down the <alt> key and press **F** simultaneously. Then press the **X** key. This will allow you to save your changes and exit the text editor.

9) At your **A:** prompt, type:
   edit_autoexec.bat<enter>
   You will be running the DOS text editor, which you may use to modify the **AUTOEXEC.BAT** file.

10) On your floppy disk, delete non-essential lines from the **AUTOEXEC.BAT** file. Keep any lines referring to your sound card, CD drive or mouse (if you plan to play *Rebel Assault* with a mouse) Again, exactly what lines you will need to keep will vary slightly depending on what hardware you have installed in your machine. When you are done, your file should look something like this:

```
@ECHO OFF
C:\SCSI\MSCDEX /D:NECCD /M:10 /L:d /V
PROMPT    $P$G
SET TEMP=C:\DOS
SET BLASTER=A220 I7 D1 T4
SET SOUND=C:\SBPRO
PATH=C:\;C:\DOS;C:\SCSI;C:\WINDOWS
C:\WINDOWS\MOUSE.COM /Y
```

Again, the lines in italics may vary greatly from those shown, depending on your particular hardware and how it is configured. Other lines may vary slightly.

11) Save your changes and exit the text editor as before.

12) Try out your boot disk.

You can now cold boot your computer with this disk in your **A:** drive. To cold boot, take all disks out of disk drives. Manually turn off the computer using the main switch. Wait for the machine to stop running. Put the boot disk into the **A:** drive. Switch on the machine.

If your boot disk does not work you may have deleted lines necessary for your particular system. Remove the boot floppy, boot from your hard disk and repeat the process. If you have questions, refer to your sound card and CD-ROM manuals or contact their technical support departments.

How to Disable Memory Managers

You may be able to temporarily disable your memory manager at boot time without resorting to a boot disk. To safely disable the memory managers found on your computer, follow these instructions:

Emm386® If you are using a version of DOS 5.0, you must either make a system boot disk **without** the Emm386.exe device line, or temporarily comment out the line with runs Emm386 from your **CONFIG.SYS** file. Do this by using **EDIT** and insert the letters **REM** before the line which looks either like:

```
DEVICE = c:\dos\emm386.exe
```
or
```
DEVICE = c:\windows\emm386.exe
```
Once changed, the lines will look like:
```
REM_DEVICE = c:\dos\emm386.exe
```
or
```
REM_DEVICE = c:\windows\emm386.exe
```
After making a change, you will need to reboot for the changes to take effect.

If you are using a version of DOS 6.0, you can selectively choose which lines to run at boot time. Do this by rebooting your computer and holding

down the **F8 key** as the computer boots up.

386Max® Before turning on the computer, hold down the **<alt> key**. Keep the key depressed while the system boots to disable the memory manager
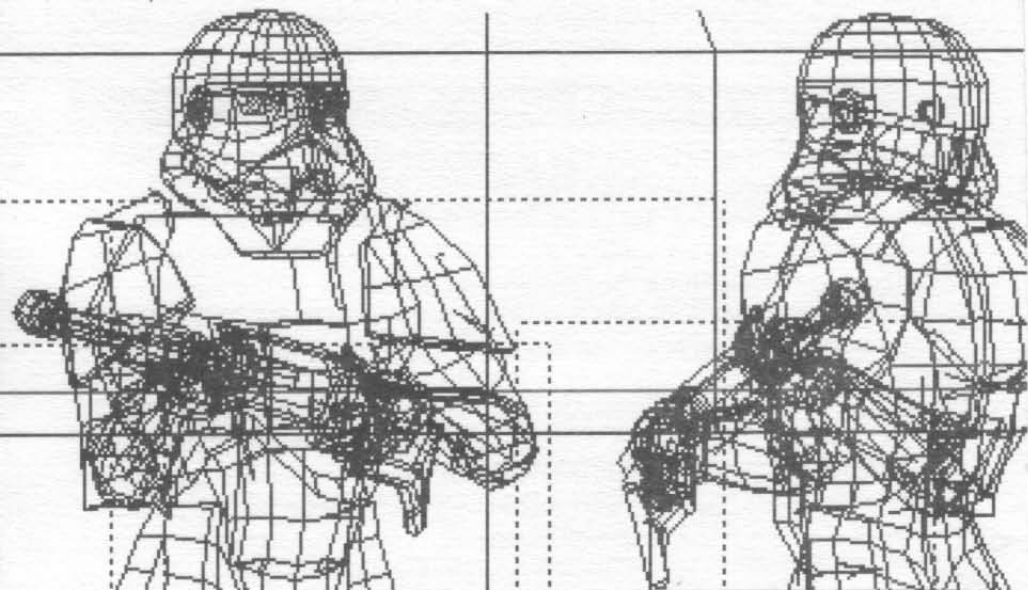
QEMM® Before turning on the computer, hold down the **<alt> key**. Keep the key depressed while the system boots to disable the memory manager

NetRoom® Before turning on the computer, hold down the **<ctrl> key**. Keep the key depressed while the system boots to disable the memory manager

Troubleshooting

Unexpected Interrupt Errors/Lockups If you are experiencing severe interruptions running *Rebel Assault*, first try playing with NO SOUND and/or JOYSTICK ONLY option. If the problems disappear, you most likely have a DMA and/or IRQ conflict between your mouse, sound card, or another device in your computer. Because *Rebel Assault* pushes your hardware to the limit, it may bring out conflicts in your machine that you may not experience with other software. See your specific hardware documentation for instructions on how to reconfigure your cards so they do not conflict. **For detailed information on how to solve specific conflict problems, be sure to read the README file included on the CD-ROM.**

IF YOU STILL HAVE PROBLEMS, TRY TYPING **REBEL2** WHILE IN YOUR CD-DRIVE ROOT DIRECTORY. This will launch *Rebel Assault* with an alternative version of the DOS extender which may be more compatible with some systems.