Credits

Designed by: BULLFROG PRODUCTIONS LTD

Engine Programmed by: Glenn Corpes

Executive Producer: Peter Molyneux

Management: Les Edgar

Producer: Sean Cooper

Lead Programmers: Sean Cooper, Mark Huntley

Programmers: Simon Carter, Phil Jones

Lead Artist: Findlay McGechie

Graphics and Art Concepts by: Paul McLaughlin, Michael Man, Mark Healey, Eoin Rogan, Barry Meade, Tony Dawson

Introductory Sequence by: Chris Hill

Introductory Support: Michael Man, Paul McLaughlin, Eoin Rogan, Sean Masterson

Level Concepts and Architecture: Sean Masterson

Level Design: Barry Meade, Alex Trowers, Jonty Barnes, Daniel Russell,

Sound and Music: Russell Shaw

Audio Technology: Human Machine Interfaces

Technical Assistant: Kevin Donkin

PR Management: Cathy Campos

Game Testers: Andy Cakebread, Paul Boulden, Mike Diskett, Kevin Donkin, C A Garner-Hamilton, Stuart Hastings, Mark Lamport, Paul Lockley, Roderic Mathison, Tristan Paramor, Randine Perry, Scott Rawlinson, Andrew Robins, Mat Solomom, Mark Webley

Special Thanks to: Sue Mumford, Jo Goodwin, Dennis, Kathy McEntee,

For Electronic Arts:

Producer: Matt Webster

Assistant Producer: Mike Cooper

Product Manager: Sean Ratcliffe

Documentation: Neil Cook

Technical Documentation: Peter Murphy

Testers: Darren King, Kevin Locke, Graham Harbour, Jamie Bradshaw, Darren Tuckey, Mark Bergan, Julian Glover, Erin Roberts, Danny Isaac, Nick Goldsworthy

Quality Assurance: Alex Camilleri, Dan Gossett

Software ©1994 Bullfrog Productions, Ltd.

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

Pentium is a registered trademark of the Intel Corporation

EA-746370A

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

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.
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:

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:mscd001 /p:220

8. Exit and save this file by pressing

ALT-F
X
Y

9. 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 PG
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:mscd001 /v /m:15

NOTE: If your system has MS-DOS version 6.2 or higher, you can use the Smartdrive disk caching program to increase the performance of your CD drive, and help Magic Carpet run as smoothly as possible. Add the following line *under* the MSCDEX line in the AUTOEXEC.BAT.

C:\DOS\SMARTDRV.EXE 2048
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 Magic Carpet (*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 (16 MB of RAM only)

Magic Carpet'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.

Technical Support
If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:
Electronic Arts Technical Support, P.O. Box 7578, San Mateo, CA 94403-7578
Please be sure to include the following information in your letter:
- Product name
- Type of computer you own
- Amount of and configuration of memory.
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.
If you live outside of the United States, you can contact one of our other offices.
In the United Kingdom, contact: Electronic Arts Ltd., P.O. Box 835, Slough SL3 8XU, UK., Phone (753) 546465.

In Australia and New Zealand, contact: Electronic Arts Pty. Ltd., P.O. Box 432, Southport Qld 4215, Australia.

Within Australia call: Phone: (075) 711 811
Within New Zealand call: Phone: +61 75 711 811
between 9am-5pm Eastern Standard Time

Limited Warranty
Electronic Arts ("EA") warrants to the original purchaser of the computer software product, for a period of ninety (90) days from the date of original purchase (the "Warranty Period"), that under normal use, the magnetic media and the user documentation are free from defects in materials and workmanship.

Warranty Claims
To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address, and a statement of the defect. **OR** send the disk(s) to us at the above address within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address, and a statement of the defect. EA or its authorized dealer will, at our option, repair or replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.

To replace defective media **after** the 90-day warranty period has expired, send the original disk(s) to the above address. Enclose a statement of the defect, your name, your return address, and a check or money order for $7.50.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the software product.

Limitations
THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRONIC ARTS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRONIC ARTS BE LIABLE FOR ANY