

Arcade Legends BIOS Setup (Comp 01) Intel Desktop Board

* White Tower and some White desktop cases.

* This computer uses battery number CR-2032

While the Game is powering up, tap the 'Delete' key once a second until the Setup screen appears. If the 'Delete' key doesn't start the BIOS setup utility try using the 'F1' or 'F2' key.

Main - No Changes

*Certain motherboards will generate an error if the Time and Date lines are not changed from the default settings.

Advanced > PCI Configuration - all set to Auto
> Boot Configuration - all set to No
> Peripheral Configuration - Serial Port A Auto
- Serial Port B Auto
- Parallel Port Auto
- Mode Bi-directional
- Audio Device Enabled
- LAN Device Enabled
- Legacy USB Support Enabled
> IDE Configuration - IDE Controller Both
- PCI IDE Bus Master Enabled
- Hard Disk Pre-Delay Disabled
> Diskette Configuration - Diskette Controller Disabled
- Floppy A NOT Installed
> Event Log Configuration - don't care
> Video Configuration - Primary Video Adapter AGP

Security DO NOT USE (Not Installed)

Power > APM or ACPI Disabled
After Power Failure Power On

Boot Quiet Boot Enabled
Intel © Rapid BIOS Boot Enabled
Scan User Flash Area Disabled
> Boot Device Priority 1st Boot Device ATAPI CDROM
2nd Boot Device IDE-HDD
3rd Boot Device don't care

Exit Saving Changes

*In the event of battery replacement we recommend leaving the battery out for a minimum of 30 minutes before replacing it with a new one.

*Certain motherboards will change the Boot Device Priority back To 1st Boot Device = IDE-HDD on Exit from BIOS setup utility, So enter BIOS setup utility a second time and ensure the first Boot device is ATAPI CDROM and Exit Saving changes again.

Once these changes are made the computer will restart on it's own and should display a logo of some type, then most VGA monitors will 'go to sleep' or display an 'out of range' message if your machine already has the game software installed on the hard drive.

This is completely normal and expected if the configuration is correct.