

IBM PC and Compatibles Data Card

# Advanced Dungeons & Dragons<sup>®</sup>

COMPUTER PRODUCT

## CHAMPIONS OF KRYNN

**System Requirements:** A minimum of 512K system memory available, or 640K for mouse or Tandy graphics mode. The mouse will not work with Tandy graphics. RAM resident programs may reduce your available system memory below the minimum required for this game. A color graphics card and monitor are also required. A minimum of two disk drives, either two floppy or one floppy and one hard disk, are required.

**Before Beginning Play:** Please make a back up copy of your game disks and put the originals away for safekeeping. There is no copy protection on the disks, so you can copy them with the DOS DISKCOPY command. Refer to your DOS manual if you have any questions.

**Getting Started Quickly:** Use the pregenerated party of characters saved as saved game A (on Disk 3). These characters start at the very beginning of the game, but they have already been outfitted with readied weapons and armor, also they have memorized spells.

Set up the game as described in the sections below (use copy-save to get the pregenerated party).

To begin the game, type **START**. Choose **LOAD SAVED GAME** from the Party Creation menu. If you are playing from floppy disks, insert your save disk when prompted. If you are playing from a hard disk, the saved game will appear after you choose **LOAD SAVED GAME**. Load Save A. Choose **BEGIN ADVENTURING**.

Answer the verification question by finding the indicated word in either the Adventurer's Journal or the rule book (the 16 page booklet with the same picture as on the cover of the game box). Type the indicated word and press **ENTER/RETURN**.

Because the pregenerated party comes with spells and equipment, you may leave the outpost as soon as Sir Karl is through speaking.

Refer to the sections on movement, combat, etc., in this data card or from the rule book or journal as needed.

## **HARD DISK SYSTEMS**

**Installing onto a Hard Disk:** You must install the game before you can play it.

1. For either 5.25" or 3.5" disk, place your Disk 1 in any drive. Be sure this drive is the active drive. When typing (entering) the commands below, be sure to type them exactly (including spaces) as shown.

2. If using 5.25" disks, type **HD525**, the letter for the hard drive on which you will install the game, and then press the ENTER/RETURN key (example: to install on a hard drive C, type **HD525 C** and then press the ENTER/RETURN key).

If using 3.5" disks, type **HD35**, the letter for the hard drive on which you will install the game, and then press the ENTER/RETURN key (example: to install on a hard drive D, type **HD35 D** and then press the ENTER/RETURN key).

3. Follow all on-screen prompts to install.

4. When installation is complete, you will be given an opportunity to copy a pregenerated party to your SAVE directory using the copy-save command. Be sure to press the ENTER/RETURN key after typing the copysave disk letter command. **NOTE:** if you want to save your games to a floppy disk, type the letter of the floppy drive after the copysave command. You must have a formatted disk in that floppy drive when you do this. You must also set that floppy drive on your Path to Save Data as explained below.

### **Starting the Game from Hard Disk:**

1. Boot your system normally with DOS 2.1 or greater.

2. Be sure the hard drive which has the KRYNN subdirectory is the active drive.

3. Type **CD\KRYNN** and press ENTER/RETURN.

4. Type **START** and press **ENTER/RETURN**.

## **FLOPPY DISK SYSTEMS**

### **Starting the Game from Floppy Disk:**

1. Boot your system normally with DOS 2.1 or greater.
2. Before playing for the first time, format a disk to use as your save disk. Use the **DOS FORMAT** command, and refer to your DOS manual to answer any questions. To get the pregenerated party, insert Disk 3 in Drive A, insert your save disk in Drive B. At the A prompt (A:), type **COPYSAVE B** and press **ENTER/RETURN**. This will create a **SAVE** subdirectory on the disk in your B drive that will contain the pregenerated party.
3. Put your Disk 1 in the active drive.
4. Type **START** and press **ENTER/RETURN**.

## **ALL SYSTEMS**

The first time you play the game you will be prompted to configure the game for your system's hardware. You will be asked to set up for graphics card, sound type, input device and save path.

**Graphics Adapter Type:** Enter the correct number for your graphics adapter type (VGA users should enter the EGA number, 2).

**Sound Type:** Enter the correct number for your sound type. For most people this will be type 5, IBM PC or compatible. If you have a Tandy system or one of the sound boards supported by this program, enter the corresponding number. If you don't want sound in your game, enter 6.

**Alternate Input Type:** If you want to play the game using a joystick or mouse, enter either 1 or 2 as indicated. To play the game with keyboard only, enter 3.

The input device (mouse or joystick) may also be selected from the first program menu. The keyboard is always active regardless of how the system is configured.

**Path to Save Data:** Most people will want to press **ENTER/RETURN** here. The default save path is set for the **SAVE** subdi-

rectory of the KRYNN subdirectory on your active drive if you are using a hard drive. If using a floppy system, the default path is to the SAVE subdirectory on a non-active drive. This SAVE subdirectory will be created automatically if you press ENTER/RETURN at this screen. If you wish to save to another drive, type that drive letter, followed by a colon and a back slash (Example: to save to drive B, type B:\ and press ENTER/RETURN).

If you wish to reconfigure the game at any time, for a new graphics adapter for example, erase the KRYNN.CFG file, and then run the game. Use the DOS DELETE command to erase the file.

**Saving Games:** If you are playing the game from floppy disks, or you are saving games to floppies, you will need to format save disks before playing. Use the DOS FORMAT command, and refer to your DOS manual to answer any questions.

Saved games are identified by letters. To save or recall a game you need only select the desired letter. Ten games may be saved to a standard 360K 5.25" disk.

**Mouse or Joystick:** From the first game menu you may select INITIALIZE MOUSE/JOYSTICK. This option will allow you to toggle the mouse and joystick options on and off independent of the system configuration. If you select JOYSTICK ON, initialize it by following the prompts on the screen. Exit the INITIALIZE MOUSE/JOYSTICK menu by selecting SELECT or EXIT on the bottom, horizontal menu.

To give commands using the joystick, move the joystick to highlight the desired command and select it by pressing the joystick button.

When you initialize the mouse, the cursor will start off the right side of the screen. Drag it back to left. **NOTE:** You must have a Microsoft compatible mouse driver installed to use the mouse with this game.

To give commands using the mouse, point to the desired command, click the left-most mouse button, point to SELECT at the bottom of the screen and click the left-most button.

**Keyboard:** To select a command using the keyboard, either press the letter in that command which is highlighted or use the cursor keys to highlight the command and then press ENTER/RETURN.

**Using Menus:** Most selections in Champions of Krynn are made with horizontal and vertical menus. Horizontal menus generally select actions such as casting spells and readying items. Vertical menus generally select an item to be acted upon such as spells to be cast or weapons to be readied. These menus can be accessed in several ways: *cursor controls/number pad, hot keys, mouse and joystick.*

When using either the mouse or joystick, you will still need to use the keyboard whenever numbers or letters need to be entered. Examples of this include: entering passwords, answering verification questions, and taking and trading money or gems.

**Moving Around:** The party will move through the game in *3D/area, overland* and *combat* modes. Targeting spells and ranged weapons during combat is similar to moving characters. To move, first select the move option from the bottom of the screen and then give the appropriate commands.

**Keyboard Movement:** The following keyboard controls are used for movement and targeting:

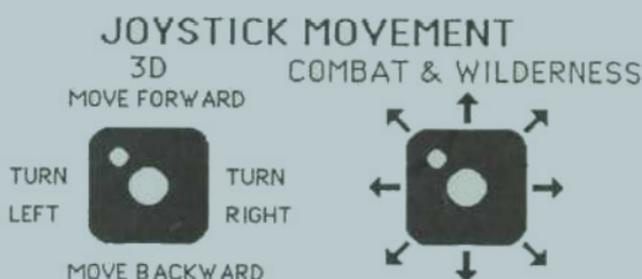
3D MOVE / ANY MENU			COMBAT MOVE & AIM		
	MOVE UP MENU UP	MENU PG UP	7 ↖	8 ↑	9 ↗
MOVE LEFT MENU LEFT		MOVE RIGHT MENU RIGHT	4 ←	5	6 →
	TURN BACK MENU DOWN	MENU PG DN	1 ↙	2 ↓	3 ↘

**Mouse Movement:** To move in 3D/area mode with a mouse, click the mouse cursor at the edges of the display window in the direction you want to move. To move forward, click at the top of the window. To turn around, click at the bottom. To turn right or left, click on the appropriate side.

To use the mouse for combat targeting and movement, click the mouse cursor over the target square and the cursor will advance towards the target. If the target is off the screen, first select an intermediate square near the edge of the screen. To move in combat, click on the square you want to enter.

Overland movement with a mouse is identical to combat movement.

**Joystick Movement:** Joystick movement is similar to using the cursor controls/keypad. Select the MOVE command and then move the joystick.



**IBM Combat Commands:** The following is a list of IBM specific commands.

**ESC:** will 'take back' a move. This function will not erase any damage taken during the move.

**ALT/A:** Sets all characters to AUTO (computer control).

**ALT/M:** Toggles magic spells on/off for characters set to AUTO.

**<SPACE>:** Returns all characters to normal control from AUTO.

**CTRL/S:** Toggles sound on/off (may be used at any time)

**HINT:** If you find combat too easy or too difficult use the LEVEL command (Rule Book page 7).

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