Reference Sheet

Starting ICON

1. Place the DOS system disk in drive A and turn your computer on. Type in the date and time if asked. Then...

2. When your computer is up and running DOS, put the ICON disk into drive A and type "A:". Then press the ENTER key. At the DOS prompt (A>) type "ICON" and press the ENTER key. If you are using an IBM PCjr or a Tandy 1000 type "ICONJR" and press the ENTER key, otherwise, type "ICON" and press the ENTER key.

Making A Backup

The ICON master disk is your <u>source</u> disk. You need a <u>target</u> disk onto which the source files will be copied. This target disk should be freshly FORMATted -- for instructions on fomatting please see your DOS manual.

On a dual floppy drive system: Place a write-protect tab (or a piece of opaque tape) over the write-protect notch on the side of the ICON disk. Put the ICON disk in drive A and put the target disk in drive B. Type "A:" and press the ENTER key. Type "COPY A:*.* B:" and press the ENTER key. The computer will procede to make a backup copy of ICON. Remove the write-protect tab from the ICON disk. Be sure to put a backup disk in a safe place.

On a single floppy drive system: Place a write-protect tab (or a piece of opaque tape) over the write-protect notch on the side of the ICON disk. Put the ICON disk in drive A. Type "A:" and press the ENTER key. Then type "COPY A:*.* B:" and press the ENTER key. <u>Note: You are setting up drive B as a psuedo drive. Swap disks as DOS requests. Insert the source disk when prompted for the disk for drive A. Insert the target disk when prompted for the disk for drive B.</u> Remove the write-protect tab from the ICON disk. Be sure to put a backup disk in a safe place.

Using the backup disk: To restore an ICON master disk with file errors, try COPYing the files from your backup copy of the game to the ICON master disk. If that does not restore it, the delete all the files on the master disk and try COPYing the files from your backup copy of the game. If that fails to restore your ICON master disk, then (If you sent us the mail-back registration card) you can return the disk to us and we will replace it. If it is after the 90 day limit, enclose $5.00.

Making The ICON Disk Into A Boot Disk

You may want to transfer the DOS system to your ICON disk so that the ICON disk will 'boot' and start the game when you turn on your computer.

On a dual floppy drive system: Put your DOS system disk in drive A and put the ICON disk in drive B. Type "A:" and press the ENTER key. Then type "SYS B:" and press the ENTER key. Then type "COPY COMMAND.COM B:" and press the ENTER key.

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On a single floppy drive system: Put your DOS system disk in the floppy drive. Type "**SYS B:**" and press the **ENTER** key. <u>Note: You are setting up drive B as a psuedo drive. Swap disks as DOS requests. Insert the DOS disk when prompted for the disk for drive A. Insert the ICON game disk when prompted for the disk for drive B.</u> Then type "**COPY A:COMMAND.COM B:**" and press the **ENTER** key.

On a hard disk system: Put the ICON game disk in the floppy drive (drive A). If your hard disk is drive C and your DOS system files are on drive C, then type "**C:**" and press the **ENTER** key. Use the <u>change directory</u> command (**CD** *directoryname*) to get to the directory containing your DOS system files. Type "**SYS A:**" and press the **ENTER** key. Then type "**COPY COMMAND.COM A:**" and press then **ENTER** key.

Other Information

System Requrements and configuration. ICON is designed to run on the IBM PC or truely compatible computers. Your computer should have at least 128K of RAM memory. You also need to have an IBM PC color graphics adapter (or compatible color/graphics card). ICON runs under DOS 1.1 and all later releases. It runs on the **IBM PC, XT, AT, PCjr**, the **Compaq**, the **Eagle**, the **Tandy 1000**, the **Tandy 1200**, and other truly compatible machines. It even runs on IBM's new enhanced graphics adapter.

The ICON disk is a keyed master disk. You must leave the ICON master disk in floppy drive A or B while playing ICON. You may run the game from a copy (even on a hard disk) as long as the ICON master disk is in the computer.

Special Considerations. If your PC has 128K of memory and you get a message indicating that there is not enough memory, make sure that no memory resident code, such as a special device driver or SideKick, is installed. If you have a color card that is set to use a single dot font, you should make sure that it is switched to use the double dot font for best results.

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IF YOU ARE USING THE NEW IBM ENHANCED COLOR CARD:
Set the switches on the back of the card so that the card is set
to use compatibilty mode. The following table should be used only
if the enhanced color card is the only display adapter in your
PC. If you have more than one display adapter in your system, SEE
YOUR INSTALLATION GUIDE FOR YOUR ENHANCED COLOR CARD.
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SW1	SW2	SW3	SW4	
OFF	OFF	OFF	ON	Color 80x25 (for game on standard RGB monitor)
ON	ON	ON	OFF	Color 80x25 (for game on · enhanced RGB monitor)
OFF	ON	ON	OFF	Enhanced Characters on an enhanced RGB RGB monitor -- NOT FOR USE WITH GAME