Mines of Titan™

Command Reference
for IBM® PC, XT, AT, PS/2™, Tandy 1000®
and 100-percent compatible computers

Copying Your Original Disks

Before playing *Mines of Titan*, it's necessary that you make backup copies of the original disks that came in your package, put the original disks away for safekeeping, and use the copies as your play disks. You can make your copies either on other floppy disks or on a hard drive.* If you make copies on two 5¼-inch floppies, be sure to label them **Disk 1** and **Disk 2**, just like the original disks.

To copy your disks, first boot your system with DOS, then—

On a single floppy drive system,

1. At the **A>** prompt, and with your DOS disk in drive A, type **DISKCOPY A:** and press **ENTER**.

2. Follow the screen prompts for swapping disks in and out of the drive—the source disk is your original *Mines of Titan* disk and the target disk is the blank disk on which you're making a copy.

Repeat these steps for each of the two 5 1/4-inch original *Mines of Titan* disks.

On a double floppy drive system,

1. Place your original *Mines of Titan* Disk 1 in drive A and a blank disk in drive B.*

2. At the **A>** prompt, and with your DOS disk in drive A, type **DISKCOPY A: B:** and press **ENTER**.

Repeat these steps for your *Mines of Titan* Disk 2.*

*Note to users with a high–capacity disk drive (720K or more): All of the game files for *Mines of Titan* will fit on a single high–capacity disk. If you have one 5¼-inch drive and one 3½-inch drive, you may follow the procedure for copying to a hard drive (copying to the disk in drive B instead of to drive C) to copy both 5¼-inch disks onto a single high–capacity disk. If you have two 3½-inch drives, simply copy the original 3½-inch *Mines of Titan* disk (in drive A) onto a blank 3½-inch disk in drive B.

On a system with a hard drive,

1. Place your original *Mines of Titan* Disk 1 in floppy drive A.

2. At the **C>** prompt, type **MD TITAN** and press **ENTER**. This will create a directory called **TITAN** for your game files.

3. Type **CD TITAN** and press **ENTER** to change to that directory.

4. Type **COPY A:*.* C:** and press **ENTER**. The computer will copy all the files from the floppy disk onto the hard drive. When the copying process is complete, place your original *Mines of Titan* Disk 2 in drive A and repeat step 3. Once the disk has stopped, you will have a playable version of *Mines of Titan* on your hard disk.

Loading the Game

Before starting to play, make sure that you have no memory-resident (or terminate and stay-resident) software on your system; this may interfere with the proper running of the game.

To load the game, first boot your computer with DOS, then—

On a one- or two-drive system,

1. If you have a 3 1/2-inch drive, place your copy of the *Mines of Titan* disk in that drive. If you have one or two 5 1/4-inch drives, place your copy of the *Mines of Titan* Disk 1 in drive A and, if you have two drives, your copy of Disk 2 in drive B.

2. Type **TITAN** and press **ENTER**.

3. On a system with one 5 1/4-inch drive, you'll be prompted to place Disk 2 in the drive, so that the computer may load the information from both disks; use the copy of Disk 2 that you made.

On a system with a hard drive,

1. Change to the directory **TITAN**, where you copied the *Mines of Titan* files.

2. Type **TITAN** and press **ENTER**.

Specifying a Graphics Adapter and Number of Disk Drives

Before starting play, you must choose a graphics adapter for the game to support. If you're unsure which graphics adapter you have, consult your computer manual. **Tandy Graphics** is a mode for Tandy 1000 computers. Users of other Tandy machines should consult their computer manuals to determine their type of graphics adaptor.

Next, type in the number of disk drives you have, or type **3** if your play copy of *Mines of Titan* is on a hard drive or 3 1/2-inch disk. If you're playing from a hard drive, you'll see a message that the computer will assign your saved games to the current directory on your hard disk.

Starting a New Game or Restoring a Previously Saved Game

A menu will appear that allows you to start a new game, load a saved game, see a demo of the game, or view the title page. Make your selection by typing the correct number or by using the arrow keys to highlight your choice and pressing the spacebar.

You *must* give names to the characters in your party when they are enlisted.

Controlling the Game

All *Mines of Titan* commands are executed by means of simple key presses. When you encounter a menu, move the highlighted bar up and down in the menu using the up and down arrow keys (the **8** and **2** keys on a numeric keypad,* or you may use **I** for up and **M** for down). Choose the highlighted selection by pressing the spacebar or the **ENTER** key. Note that the bar will initially highlight one selection—this is not a hint or a pre-selected choice.

On most menus, you can also make your selection by simply typing in the number you want.

Any **Yes** or **No** menu choices can be responded to with the **Y** and **N** keys, or by highlighting the appropriate response using the left and right arrow keys (the **4** and **6** keys on a numeric keypad,* or you may use **J** for left and **K** for right) and then pressing the spacebar or **ENTER**.

As long as you're not in combat, and no other menu or window is on the screen, pressing the spacebar or **ENTER** will bring up the General Options Menu (described in your *Player's Guide*).

When the computer shows you a descriptive passage or an informational display, it will wait for you to examine it. To continue game play, or to go on to the next screen, press any key.

* Be sure the **Num Lock** key is disengaged (off) when using the numeric keypad.

Movement

Depending on your computer, you control your party's movement by pressing various keys. You can use the arrow keys or letter keys for scrolling and movement. Note that movement in cities differs from movement in mines and tunnels.

Letter Key/Arrow Key (Numeric Key)	Movement In Cities and on the Surface	Movement In Caves and Tunnels
I/Up (8)	Ahead	Turn/move north
J/Left (4)	Turn left	Turn/move west
K/Right (6)	Turn right	Turn/move east
M/Down (8)		Turn/move south

Transferring Credits

When transferring items, you have the option of transferring credits directly from one character to another, in addition to pooling and distributing credits. You will be asked which character will transfer the credits. Type in the number of credits to transfer and select the character to receive the them.

Saving and Loading Games

Any time you can access the General Options Menu, you may save your position in the game, or load a previously saved game. The game allows you to keep a maximum of five saved games, numbered one through five, at one time. In addition, there is an automatic save game feature.

When saving games, always make sure that you're using your play disks—the copies you've made of your original *Mines of Titan* disks-not the original disks, and that your play disks are not write-protected.

Saving Your Position

1. Select **Save Game** from the General Options Menu.

2. A menu will pop up, allowing you to choose a number from one to five (or to choose **Cancel** and return to game play). Each number is a position to which you may save your game. Select one of them. You can then give the saved game a name to help you remember where you were within the story in each saved game.

3. If you selected "Prompt Me" as your Save Map preference, you'll be asked if you wish to save the map. Answer **Yes** or **No**.

4. Follow any prompts to swap disks in and out of the drive.

   You can also change the name of a saved game from the **Save Game** menu.

Auto-Save

You can automatically save your position during the game if you select **Preferences** from the General Options Menu and then select **Auto Save Game**. The game will automatically be saved at various times

during play—for example, after a successful combat or when exiting from a city to the surface. Each new auto-save overwrites the previously auto-saved game. You can still save your position during the game, as described in the previous section, when the auto-save feature is on.

Note that if you've lost any characters during combat, auto-save will give you the choice of saving your current position or not.

You can select the last automatically saved game by selecting **Load Game Auto Saved Game** from the Load Game menu. The auto-save feature gives you, in effect, a sixth saved game.

Restoring a Previously Saved Position
1. Select **Load Game** from the General Options Menu.

2. Select the number of a previously saved game or the auto-saved game you wish to restore, or select **Cancel** if you wish to return to game play.

3. Follow any prompts to swap disks in and out of the drive.

4. The game will load, and you'll return to the spot where you saved the game.

5. If you've selected a position at which you had not previously saved a game, you'll see the message **GAME NOT SAVED**. Try loading again, selecting a position you've successfully saved.

Exiting to DOS
To exit the game and return to DOS, select **Exit to DOS** under the **Load a Game** option (from the General Options Menu, a police station, bar, lounge, restaurant, or barracks). Under **Save a Game**, select **Save Auto and Exit to DOS** if you want your current game position auto-saved before exiting.

Auto-Map Legend
Mines of Titan includes an auto-mapping feature that creates and updates maps of places you visit. Selecting **View Map** in the General Options Menu brings up this map. To return to the game, press any key.

The auto-maps of cities use icons (or letters, depending on your computer type) to differentiate establishments on Titan. The Auto Map Legend can be called up on any computer terminal during the game. The legend includes the key for the icons (or letters).

A	Armory	**R**	Repair Shop
B	Bar, Lounge, Restaurant, or Barracks	**S**	Speeder Transport Center
C	Computer Center	**T**	Combat Training Center
D	Personal Development Center	**U**	University
G	Gambling Casino	**W**	War Game Room
H	Hospital	**X**	Exit to Surface
M	Mine Elevator	**?**	Computer Terminal
O	Controller's Office	**!**	Munition Store
P	Police Station		