

Spellcasting 101: Sorcerers Get All The Girls Version 1.0 — Errata, Addenda, & Miscellanea

THE DEBUG MESSAGE THAT GOT AWAY

Under certain circumstances during game play, you may see the following message:

{WARNING: string block loading over existing block.}

This is simply an informational message used for debugging purposes during game development. Despite its belligerent appearance, it will not affect game play and you should ignore it.

MAP PIX CLICKS NIX

Clicking on the map or using the verb "go to" may occasionally give a response that seems inappropriate or unusual. If this occurs, try clicking on the compass rose or specifying the direction you wish to go.

MOUSE DESTROYS TOKYO — FILM AT 11

If moving your mouse cursor over the picture destroys it, the mouse is probably not Microsoft compatible. If this happens, try exiting to DOS and starting the game by typing S101 XMOUSE.

CREEPING SENILITY - LOW MEMORY WARNING

If you get a low memory warning when you start up the game, make sure you have taken all your TSR (terminate & stay resident) programs out of RAM. If on a 512k machine this still does not free up enough memory, you may wish to reboot your machine without your mouse or sound drivers and then play the game without your mouse or the musical score. You can also save memory by specifying CGA graphics instead of EGA.

DIET PROGRAM FOR A DISK HOG

This game takes up approximately 3,800,000 bytes on your hard disk. If you don't have that much space to spare, you may consider deleting some of the following files from the hard disk after they have been installed:

- *.MUS if you don't have a sound board.
- *.RS if you don't want to hear the sound effects.
- S101_E?.PIC if you don't want to see the EGA graphics.
- S101_C?.PIC if you don't want to see the CGA graphics.

DRAWING A BLANK ON THE SCREEN

On some grey-scale monitors, the credits and introduction screens may look blank. You may simply press any key to skip past the introduction, or you can try adjusting the brightness and contrast controls on your monitor so that the text is visible.

HELP SCREEN REFERENCE

Use this diagram of the Help Screen as a quick reference guide.



PRESS ANY KEY TO EXIT

Function Keys

<F1> : this display
<F2> : menu mode
<F3> : half screen mode
<F4> : full screen mode

<F5> : picture mode
<F6> : map mode
<F7> : inventory mode
<F8> : look mode
<F9> : status mode

Mouse Commands on the Maps and Pictures

Single-click : "look at" object

Double-click : do "obvious" thing to object

Mouse Commands on the Menu

Single-click : select word

Double-click : execute command

Menu Control Keys

<Tab> : change in Typing Mode
<PgDn> : move one page down in the list
<PgUp> : move one page up in the list
<Home> : move to the top of the list
<End> : move to the bottom of the list
<Shift><Letter> : move to the first word starting with<Letter>
<↑> <↓> : move up or down in list
<←> <→> : select word
<Backspace> : delete last word
<Space> : select word from list
<Enter> : execute command

Special Keys when typing

<Tab> : change to Mouse Mode
<Backspace> : delete last character
<Esc> : erase all typing
<Enter> : execute command

Mouse Emulator Control Keys

<Tab> : change to Command Menu
<↑>, <↓>, <←>, <→>, <or> <→> : move mouse cursor
<Enter> : "click mouse button"
<Shift> <Enter> : "double click mouse button"