

# **Future Wars: Adventures In Time**

Reference Card: IBM/Tandy and 100% Compatibles

Exchanges: We will exchange between Future Wars 5.25" disks and 3.5" disks if you send us your original disks (not the box) and a check for \$5.00 in U.S. funds. See the address on the manual's inside front cover.

## **BEFORE YOU BEGIN**

We recommend you backup all of your disks onto blank disks. (Refer to your DOS manual on how to make backups.) If you plan to play from floppy disks, you must also format a blank DOS disk for your saved games. You will also be required to play from a non-write-protected backup of Disk One.

## **LOADING INSTRUCTIONS**

1. Boot your computer with DOS. If you have a mouse, make sure it is connected and the driver installed.
2. Insert your backup of Future Wars Disk One. The first time you play Future Wars, you will want to run the INSTALL program. Type INSTALL <enter>. Follow the instructions on screen.
3. When you are finished configuring Future Wars to your system with INSTALL, you will want to save it to disk. Select the save option from the INSTALL menu. If you installed to a hard disk, the configurations will be saved on your hard disk.
4. When you are finished installing, exit to DOS and type FW <enter> to load the game.

## **PLAYING THE GAME**

Mouse Controls - If you are playing Future Wars with a mouse, refer to your Future Wars manual starting on page 2 under the heading of Game System. If you are playing with a three-button mouse, ignore the center button.

Keyboard Controls - You will want to read the Future Wars manual to understand game operations. However, the controls will be different. Use the keyboard options available on the back of this card:

1. The arrow keys will move the pixel cursor around as long as the Num Lock is off.
2. Pressing the SHIFT key with an arrow key on the numeric keypad will move the cursor at slow speed.
3. Pressing the CONTROL key with a number (1-9) on the numeric keypad will move the cursor to a spot on the screen corresponding to the number's position on the keypad (i.e. 7 = top left, 6 = middle right, etc.).
4. The ESC key corresponds to the right mouse button.
5. The SPACE, RETURN, ENTER, and 5 (on the numeric keypad) corresponds to the left mouse button.
6. The hero can be moved around directly using the following keys: Q (up left), W (up), E (up right), A (left), S (stop), D (right), Z (down left), X (down), C (down right).
7. The P key will pause the game.
8. <CTRL> - S will toggle the sound on and off.
9. +/- will speed up/slow down animations respectively. (Especially useful in arcade sequences).
10. The function keys will allow direct access to menus and menu options as follows:

- F1 - Examine
- F2 - Take
- F3 - Inventory
- F4 - Use
- F5 - Operate
- F6 - Speak
- F9 - Display the action menu.
- F10 - Display the user menu.

Again, you will need to read through the Future Wars manual to understand how to use the menu options in the game.