

IBM®, Tandy® & Compatibles Version

Installing Tunnels & Trolls on a Hard Drive.

To install Tunnels & Trolls to a hard disk, insert your original Disk 1 into drive A, and type INSTALL A: C:<ENTER>. If the original disk has been inserted in a drive other than A:, enter the correct source drive letter. If your hard drive is not drive C:, then enter the appropriate drive letter.

Insert the other disks as prompted. After the installation has been completed, you can run Tunnels & Trolls by typing TNT. Store your original disks in a safe place.

Running Tunnels & Trolls from Floppy Disks.

Make a copy of the original disks and store the originals in a safe place (refer to your DOS manual on how to make copies). To run Tunnels & Trolls from floppy disks you must have at least two floppy drives. You may run Tunnels & Trolls with any combination of 5-1/4" and 3-1/2" disk drives.

Creating a Character Disk.

You will need to create a character disk to save the status of your game. To create a character disk, insert your copy of Disk 1 into drive A, and insert a blank formatted disk in drive B. Then type CHARDISK A: B:<ENTER>. Your character disk is then ready for playing Tunnels & Trolls.

Note. Your character disk must be in drive B before typing TNT under any floppy drive configuration.

Creating Play Disks.

If you are running Tunnels & Trolls from two 5-1/4" drives, insert your copy of Disk 1 (EGA) or Disk 2 (CGA) into drive A, and type TNT. You will be prompted for other disks as they are required.

If you are running Tunnels & Trolls with one 5-1/4" and one 3-1/2" drive, or two 3-1/2" drives, copy Disks 1 & 2 onto one 3-1/2" disk, Disks 3 & 4 onto another 3-1/2" disk, and Disks 5 & 6 onto a third 3-1/2" disk. Insert Disk 1 into drive A, and type TNT. You will be prompted for other disks as they are needed. If drive A is a 3-1/2" drive, and you wish to run under the CGA graphic mode, insert your first 3-1/2" disk into drive A, and then type TNT C.

Keyboard Equivalents.

Character Selection Screen

M	Make Character
R	Rename Character
D	Delete Character

G Go Game F **End Game** 0 Okav

Cancel F1-F4 Character Kevs

Character Screen

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M	Money
U	Item
C	Cast
V	Food
Y	Language
Space	End

Items Menu.

U	View
X	Use
V	Equip
Y	Remove
W	Drop
Z	End

Manual Combat Screen.

A	Attack
C	Cast
U	Use
S	Shoot
P	Push
В	Block
E1 E4	Chamana

Character Keys

Adventure Screen.

5	Wait
M	Move
R	Rest
A	Auto-Map
U	Unlock
0	Order
C	Control
F1-F4	Character Keys

Institutions Screens.

0	Talk to the Proprietor
В	Buy
S	Sell
F9	Scroll Up Items List
F10	Scroll Down Items List
F1-F4	Character Keys
Space	End

Combat Screen.

A	Auto Combat
M	Manual Combat
R	Run
C	Control
Space	Stop Auto Combat at end of
	Round
<period></period>	Moves the Party Screen off

the Combat Screen

Spell Screen.

Shft-2	Expand Spell
0	Okay
Esc	Cancel Spell

Errata. The Broadsword, listed on page 41 of the manual, requires 10 DEX and 15 ST to equip. It does 3D6+4 damage. The War Scythe requires 7 DEX and 11 ST to equip, and inflicts 4D6+2 damage. Special thanks to Nicholas Beliaeff for his efforts in the design coordination of Tunnels & Trolls.



P.O. Box 2068, Van Nuys, California 91404 Technical Support 9:00 AM - 5:00 PM, Monday - Friday, Pacific Standard Time (818) 999-0607