ONE TAKE FIVE CD-ROM

# The Entertainer

Five Entertaining Titles In One Box

# Quick Start Instructions

GT Interactive
Software

VALUE PRODUCTS DIVISION

WIZARD Works   S.L.A.S.H   MacSoft

All of the manuals for The Entertainer have been converted to digital format. The manuals for each game are included on each individual game CD. Please see the section entitled "*Finding and Printing the Manuals*" for assistance in finding and printing the manuals.

All of these titles have been licensed by Slash. Please disregard any information in the manuals that refers to Warranty or Technical assistance. *Refer to your warranty card for current warranty information.*

## Finding the Manuals

To access a manual for a particular game simply follow these steps:

1. Insert the CD into your CD-ROM drive.
2. Type **"D:"** <Enter> (where "D:" refers to the letter of your CD-ROM drive).
3. Type **"GO"** <Enter>.
   Note: for Kings Quest VI the command is "INSTALL.BAT" not "GO"

You should see a menu with "View Manual" as one of the options. Highlight the "View Manual" option using the arrow keys (↓↑) on your keyboard and press "<Enter>" (there may be more than one option to view the manual).

## Printing the Manuals

When the manual is visible on your screen, it may be printed by pressing **"P"** and then choosing the correct printer type. You may view a graphic on your screen by highlighting it using your arrow keys (↓↑) then pressing the <Space> bar.

**IMPORTANT NOTE:**

If you desire to print the graphics which are on the manuals, choose either the **Epson** or **Laserjet** option. Choosing the **Generic** option *will not* print graphics.

The following are recommendations for choosing a printer type:

| | | |
|---|---|---|
| Laserjet | - | Choose **Laserjet** |
| Dot Matrix | - | Choose **Epson** |
| Inkjet | - | Choose **Epson** (HP Deskjet users choose **Laserjet**) |

If the text or graphics do not print you may need to put your printer into an *Epson Compatible Mode* (if choosing the **Epson** option). Please refer to your printer manual or the manufacturer of your printer for these instructions.

## Using DOS games with Windows

Note: All of the games in this package are *DOS* games (King's Quest 6 is both a DOS and a Windows game). They will not make icons in Windows. You may attempt to install these games using the "MS DOS Prompt" in Windows but you may experience problems. When you click on the "MS DOS Prompt", Windows is still running and controlling your computer's functions which can cause problems for DOS games.

If you experience any problems with these games while Windows is running then you must completely close Windows by following these steps:

## Exiting Windows

Windows95:
1. Click on the **"START"** button
2. Choose **"SHUT DOWN"**
3. Choose **"RESTART THE COMPUTER IN MS-DOS MODE"**
   Choose **"OK"** - (this will put you in DOS).

Windows 3.x
1. Go to the Program Manager (or Tabworks, AST Works, etc.) or whatever interface you are using in Windows.
2. Click on **"FILE"**.
3. Choose the **"EXIT"** option.
4. You should see the message "This will end your Windows session" then choose **"OK"** - (this will put you in DOS).

**For Windows 95 users !!!**

If you receive either of the following error messages when trying to access your CD-ROM drive in MS DOS mode then you must contact your computer manufacturer (or CD-ROM drive manufacturer) for appropriate DOS CD-ROM drivers:

--- **INVALID DRIVE SPECIFICATION** ---
--- **PATH NOT FOUND** ---

# King's Quest 6

## Installation-from Windows:

1. Click on **"FILE"** (or the **"START"** button in Windows95)
2. Choose **"RUN"**
3. Type **"D:\SETUP"** (Where "D:" refers to the letter of your CD-ROM Drive
4. Follow the installation instructions.

The installation program will create Icons for you.

## Installation - from DOS:

1. Insert the CD into your CD-ROM drive.
2. Type **"D:"** <Enter> (where "D:" refers to the letter of your CD-ROM drive).
3. Type **"INSTALL.BAT"** <Enter> (you must include the ".BAT" or you will not see the manuals).

You will see a menu with 6 options:

1. Install King's Quest 6
2. Sierra Game Manual
3. King's Quest 6 Manual
4. Guidebook to the Green Isles
5. King's Quest VI Faq (contains helpful information)
6. Exit Installer

Choose 1 to install, 2-5 to view game documentation. You may view the documentation on the screen or you can print it on your printer.

**To re-configure King's Quest 6 after it is installed:**

(Note: this will only work if you have done the "Large" install. If you chose the "Small" install then you will need to re-install the game from the CD).

1. Type **"C:"** <Enter> (where "C:" is the letter of the drive where King's Quest 6 is installed)
2. Type **"CD\SIERRA\KQ6CD"** <Enter> (or the directory where King's Quest 6 is installed)
3. Type **"INSTALL"**<Enter>

**For Technical support please call Slash at (612) 509-7660**

**To run King's Quest 6 after it is installed:**

1. Type **"C:"** <Enter> (where "C:" is the letter of the drive where King's Quest 6 is installed)
2. Type **"CD\SIERRA\KQ6CD"** <Enter> (or the directory where King's Quest 6 is installed)
3. Type **"KQ6CD"** <Enter>

## Troubleshooting

### Can't Find the Manual:

If you installed King's Quest 6 in Windows then you did not see an option to view or print the manual. You can access the manual by following the instructions under "Installation for DOS" (above). When you see the installation menu then select the "Guidebook to the Green Isles" or whichever manual you want.

\*\*\* You do not need to install the game in order to view the manual.

### General Errors

If you get an error when running King's Quest 6 in DOS an easy solution may be to try the Windows version and vice-versa. Lock-ups or no sound are usually caused by incorrect sound choices during installation. To correct these problems, re-configure King's Quest 6 and try making different sound card choices. Try **"IBM PC or Compatible Internal Speaker"** for 'Music' and **"No Audio/Voice Card"** for 'Audio' to teŝt for sound problems in DOS and **"Base-Level MIDI"** (for Windows).

### Missing pictures or graphics in Windows

King's Quest 6 requires a 640 x 480 x 256 color video driver for Windows. If your display is set to something else, you will normally see a message as soon as you start King's Quest 6. Although King's Quest 6 may run in other video modes, the colors and graphics will probably look bad or they will be missing. If you need help changing your video driver please contact your computer manufacturer for help as we will not be able to assist in this area.

# Grand Prix Unlimited

## Installation - from DOS

1. Insert the CD into your CD-ROM drive.
2. Type **"D:"** <Enter> (where "D:" refers to the letter of your CD-ROM drive).
3. Type **"GO"** <Enter>.

You will see a menu with 3 options:

1. Install Grand Prix Unlimited
2. Grand Prix Unlimited Manual
3. Exit

Choose 1 to install or 2 to view the manual.

## To run Grand Prix Unlimited after it is installed:

1. Type **"C:"** <Enter> (where "C:" is the letter of the drive where Grand Prix Unlimited is installed)
2. Type **"CD\GPU"** <Enter> (or the directory where Grand Prix Unlimited is installed)
3. Type **"GPU"**<Enter>

## To re-configure Grand Prix Unlimited:

1. Type **"C:"** <Enter> (where "C:" is the letter of the drive where the game is installed)
2. Type **"CD\GPU"** <Enter> (or the directory where Grand Prix Unlimited is installed)
3. Type **"SETUP"**<Enter>

## Troubleshooting

### Copy Protection

Grand Prix Unlimited used to contain a "Code Wheel" which was needed to by-pass the copy protection built into the game. The version of the game that you own no longer contains any copy protection. When prompted to enter a code from the "Code Wheel" simply press:

1. **"1"** <Enter>
2. <Enter>
3. **"2"** <Enter>

You should now be able to play the game.

### General Errors

Lock-ups or no sound are usually caused by incorrect choices during installation. To correct these problems, re-configure Grand Prix Unlimited and try making different sound card choices. As a last resort choose "PC Internal Speaker."

### Mouse Problems

If the game does not appear to recognize your mouse, you must make sure that you have a **_DOS_** mouse driver loaded. If you need help doing this, you must contact your computer manufacturer for help.

### Memory problems

These errors usually refer to "conventional" memory. If you get an "out of memory" error then you may try typing "MEMMAKER" from the "C:\ >" prompt (if you are using MS DOS 6.x) or you may need to make a boot disk. If you would like information on making a boot disk, you may request it from us by fax (612-577-0731) or by mail (when you send in your warranty card).

**For Technical support please call Slash at**

**(612) 509-7660**

## Manual Addendum

### Mouse Driving Controls

1. Make sure that the software driver for your mouse is loaded before you begin _Grand Prix Unlimited_.
2. To activate the mouse for driving, press **F6** while in the car. A mouse sensitivity selection screen will appear, enabling you to choose how sensitive the mouse will react. Select a number between 1-9 (1 being the least sensitive and 9 the most sensitive):

NOTE: IF you need to re-center the mouse, press **F6** once to deactivate the mouse, and then press it again to re-activate it. (Each time the mouse is activated, it will automatically be adjusted to center.) You will also have the opportunity to re-select the sensitivity level.

To accelerate: Press the **right mouse button** or push **forward.**

To brake: Press the **left mouse button** or pull **back.**

To turn left: Move the mouse to the **left**

To turn right: Move the mouse to the **right.**

### Manual Corrections

**Pg.6 Keyboard and Mouse Controls**–The mouse CAN be used to control the car in actual racing.

**Pg.12 Game Options Menu**– The following information should have been included in this section:

**Lane Control:** Lane Control is a feature that allows your _computer_ to steer your car down the straight-aways and through the turns automatically when it is turned on. You position the car _left or right of the center line_, however, by pressing the **left/right arrow keys.** You must also control the speed of the car because even with Lane Control turned on, you may drive too fast to allow the computer to successfully steer your car through the turns.

When Lane Control is turned off, all steering is up to you.

In Practice mode, you may race up side streets (if any are available) that are not actually part of the track route _when you turn Lane Control off_. However, if you try to turn Lane Control back on when you are too far from where you left the route, you will see the message "Checkpoints missed: Lane Control disabled." You must return to where you left the track to enable Lane Control again.

In Race mode, when you turn Lane Control off and fully assume the steering controls, you may not leave the route for very long or you will be disqualified and the race will end for you! You will see the message "Disqualified for missing checkpoints!"

# Links

## Installation From DOS

1. Insert the CD into your CD-ROM drive.
2. Type **"D:"** <Enter> (where "D:" refers to the letter of your CD-ROM drive).
3. Type **"GO"** <Enter>.

You will see a menu with 3 options:

1. Install Links
2. View Links Manual
3. Exit

Choose 1 to install or 2 to view the manual.

## To run Links after it is installed:

1. Type **"C:"** <Enter> (where "C:" is the letter of the drive where Links is installed)
2. Type **"CD\LINKS"** <Enter> (or the directory where Links is installed)
3. Type **"LINKS"** <Enter>

## Troubleshooting

Please read the manual on the CD before calling technical support.

### Sound Problems or LOCK-UPS

Lock-ups or no sound are usually caused by incorrect sound settings. Try following these steps:

1. Type **"C:"** <Enter> (where "C:" is the letter of the drive where Links is installed)
2. Type **"CD\LINKS"** <Enter> (or the directory where Links is installed)
3. Type **"SETBLAST"** <Enter>

Choose I/O address _220_ and _IRQ 5_

### Mouse Problems

If the game does not appear to recognize your mouse, you must make sure that you have a _DOS_ mouse driver loaded. If you need help doing this, you must contact your computer manufacturer for help.

### Memory problems

These errors usually refer to "conventional" memory. If you get an "out of memory" error then you may try typing "MEMMAKER" from the "C:\ >" prompt (if you are using MS DOS 6.x) or you may need to make a boot disk. If you would like information on making a boot disk, you may request it from us by fax (612-941-1068) or by mail (when you send in your warranty card).

**For Technical support please call Slash at (612) 509-7660**

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# Trump Castle 3

## Installation From DOS

1. Insert the CD into your CD-ROM drive.
2. Type **"D:"** <Enter> (where "D:" refers to the letter of your CD-ROM drive).
3. Type **"GO"** <Enter>.

You will see a menu with 4 options:

1. Install Trump Castle
2. View Manual
3. View Key Sheet
4. Exit

## To run Trump Castle 3 after it is installed:

1. Type **"C:"** <Enter> (where "C:" is the letter of the drive where links is installed)
2. Type **"CD\CAPSTONE\TC3"** <Enter> (or the directory where Links is installed)
3. Type **"TC3"** <Enter>

## Troubleshooting

For Technical support please call Capstone at

(305) 373-7700

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# Dark Sun

## Installation - (from DOS)

1. Insert the CD into your CD-ROM drive.
2. Type **"D:"** <Enter> (where "D:" refers to the letter of your CD-ROM drive).
3. Type **"GO"** <Enter>.

You will see a menu with 4 options:

1. Install Dark Sun
2. Dark Sun Manual
3. Code Word Sheet
4. Exit Installer

Choose 1 to install, 2-3 to view game documentation. You may view the documentation on the screen or you may print it on your printer.

## To run Dark Sun after it is installed:

1. Type **"C:"** <Enter> (where "C:" is the letter of the drive where Dark Sun is installed)
2. Type **"CD\DARKSUN"** <Enter> (or the directory where Dark Sun is installed)
3. Type **"DARKSUN"** <Enter>

## To re-configure Dark Sun after it is installed:

1. Type **"C:"** <Enter> (where "C:" is the letter of the drive where Dark Sun is installed)
2. Type **"CD\DARKSUN"** <Enter> (or the directory where Dark Sun is installed)
3. Type **"SOUND"** <Enter>

## Troubleshooting

### General Errors

Lock-ups or no sound are usually caused by incorrect sound choices during installation. To correct these problems, re-configure Dark Sun and try making different sound card choices.

### Mouse Problems

If the game does not appear to recognize your mouse, you must make sure that you have a _DOS_ mouse driver loaded. If you need help doing this, you must contact your computer manufacturer for help.

### Memory problems

These errors usually refer to "conventional" memory. If you get an "out of memory" error then you may try typing "MEMMAKER" from the "C:\ >" prompt (if you are using MS DOS 6.x) or you may need to make a boot disk. If you would like information on making a boot disk, you may request it from us by fax (612-577-0731) or by mail (when you send in your warranty card).

**For Technical support please call Slash at (612) 509-7660**

## Dark Sun

When "Dark Sun" presents you with a "Word #"/"Page #"/"Line #" combination (it also gives you a hint with the first letter from the desired word) simply find that combination in the first 4 columns of this code word sheet. Then type in the code word given in column 5, "Answer" of the same line.

| Word | Page # | Line# | Begins with | Answer |
|------|--------|-------|-------------|--------|
| 1st | 3 | 2 | H | honor |
| 1st | 4 | 13 | S | slaver |
| 7th | 7 | 3 | G | game |
| 3rd | 9 | 3 | C | choose |
| 2nd | 10 | 6 | H | humans |
| 5th | 12 | 4 | B | box |
| 4th | 13 | 4 | L | large |
| 3rd | 14 | 1 | P | pouches |
| 2nd | 15 | 2 | P | power |
| 3rd | 19 | 6 | S | stronger |
| 5th | 21 | 10 | C | class |
| 2nd | 26 | 4 | A | armor |
| 3rd | 27 | 3 | W | water |
| 5th | 27 | 8 | S | share |
| 1st | 28 | 14 | L | level |
| 6th | 29 | 1 | E | every |
| 7th | 33 | 5 | F | foes |
| 8th | 35 | 2 | A | agile |

# Advanced Dungeons&Dragons®
### COMPUTER PRODUCT

## DARK·SUN™
## SHATTERED LANDS

PLEASE READ ME FIRST !

> **WARNING: THIS GAME REQUIRES SPECIFIC HARDWARE AND SOFTWARE CONFIGURATIONS TO RUN PROPERLY. PLEASE READ THIS *ENTIRE* DATA CARD *BEFORE* INSTALLING THE GAME.**

## REQUIREMENTS

**The *minimum* system requirements for this game are:**

- 2 megabytes of RAM (4 megabytes recommended)
- A hard drive and a high density floppy drive
- MS-DOS 5.0, MS-DOS 6.0, or Dr. Dos 6.0
- VGA graphics and a color monitor
- A 100% Microsoft Compatible Mouse

In addition to the basic system requirements, you must also have 17 megabytes of space free on your hard drive for the game. Each save game can require up to 1,330,000 bytes of disk space.

Shattered Lands is a graphic intensive, full-screen game and it is highly recommended that you use a disk caching program such as SMARTDRV in order for the game to run more efficiently.

**Note: hard drive size and total system memory available have no bearing on free RAM.**

To check your free RAM, type CHKDSK from within the DOS directory. The free base RAM is listed as "BYTES FREE" on the bottom line of the CHKDSK display. Compare the listed amount to the amount of free memory required by the game. If your amount is lower than the game requires, read the instructions given under the "Memory" section of this data card.

Here are sample CONFIG.SYS and AUTOEXEC.BAT configurations for DOS 5.0 users:

**With 4 megabytes (or more) of RAM:**

| | |
|---|---|
| CONFIG.SYS | AUTOEXEC.BAT |
| FILES=50 | PATH=C:\;C:\DOS;C:\MOUSE |
| BUFFERS=32 | PROMPT $P$G |
| DEVICE=C:\DOS\HIMEM.SYS | LOADHIGH MOUSE |
| DEVICE=C:\DOS\EMM386.EXE 2048 | |
| DOS=HIGH,UMB | |
| DEVICEHIGH=C:\DOS\SMARTDRV.SYS | |

**With 2 megabytes of RAM:**

| | |
|---|---|
| CONFIG.SYS | AUTOEXEC.BAT |
| FILES=50 | PATH=C:\;C:\DOS;C:\MOUSE |
| BUFFERS=32 | PROMPT $P$G |
| DEVICE=C:\DOS\HIMEM.SYS | LOADHIGH MOUSE |
| DEVICE=C:\DOS\EMM386.EXE 864 | |
| DOS=HIGH,UMB | |

Please see the "Troubleshooting" section for more information.

To run the game with the following sound configurations you will need the minimum RAM specified:

- **No Sound, PC Speaker, and Roland LAPC 1 or SCC 1 requires:**

  Between 595,000 BYTES and 600,000 BYTES OF FREE BASE RAM
  1,000,000 BYTES OF FREE EMS

- **\*Gravis, \*Aria, Adlib, Roland LAPC 1 or SCC 1 with a Soundblaster, Thunderboard, and including the above sound configurations requires:**

  Between 601,000 BYTES and 610,000 BYTES OF FREE BASE RAM
  1,000,000 BYTES OF FREE EMS

- **SoundBlaster, MediaVision PAS, Adlib Gold, and including the above sound configurations requires:**

  More than 610,000 BYTES OF FREE BASE RAM
  1,000,000 BYTES OF FREE EMS

**\*IMPORTANT NOTE:** If your sound card is a Gravis UltraSound or Aria, please read the section on sound cards in the "Troubleshooting" section.

## SPECIAL NOTE FOR DOS 6.0 USERS

If you are using MemMaker as your memory manager, be sure it allows programs to use EMS. If this is not the case, reconfigure MemMaker and answer "Yes" to the question, "Do you have any programs that require EMS?" For more information on MemMaker, refer to your DOS 6.0 manual.

## INSTALLING THE GAME

**Your game box should contain:** five 3.5" disks or one CD; one manual; and this data card.

The disks that come with the game are in a compressed format, and must be installed before you can begin play. **We recommend that you backup your game disks before proceeding.** You can do this with the DISKCOPY command. Refer to your DOS manual for more information on DISKCOPY.

1. To install the game place Disk 1 (or the CD) in your drive. Be sure this drive is the active drive. For example, to make drive A the active drive, type A: and then press Enter/Return.
2. Type **INSTALL** and then press Enter/Return.
3. Follow all on-screen prompts.

## CONFIGURING THE GAME FOR SOUND

At this point, you should choose the sound device for your particular system.

**Select Sound Device:** Select the type of sound on your system. Valid selections are: PC Speaker, Soundblaster, Soundblaster Pro I, Soundblaster Pro II, Soundblaster Pro III \*, Soundblaster-16 ASP, Adlib, Adlib Gold, Roland LAPC, Roland SCC-1, Pro Audio Spectrum/Logitech Soundman, Gravis UltraSound, Aria, General MIDI, or None.

**\* Note:** The Soundblaster Pro III is the most recent version of the Soundblaster Pro.

## STARTING THE GAME

1. Boot your system normally with MS-DOS 5.0, MS-DOS 6.0, or Dr. DOS 6.0.
2. Be sure that the hard disk containing the game is the active drive.
3. Change the current directory to the game's directory. For example, to change to the default directory type **CD\DARKSUN** and press Enter/Return.
4. Type **DARKSUN** and press Enter/Return to start the game.

**NOTE:** Character animations are set ON by default. If you wish to turn character animations OFF, refer to the "Set Preferences" section on page 17 of your SHATTERED LANDS rule book. *The game runs significantly faster with character animations turned OFF*.

**Be sure to read pages 5, 6, 13, 14, and 15 of the SHATTERED LANDS rule book and the rest of this data card before beginning play. Also, remember to save your game often.** If there is a READ.ME file included with the game, please read it for any last minute changes.

Your party begins the game in the arena of the City State of Draj. Step forward and defeat monsters until your party is tired and needs rest. After you have defeated your opponents leave through the north exit. You arrive in the slave pens where you can rest and regain your spells and hit points. When you are ready to fight again, move to the north door and use the "Look" icon to re-enter the arena. Your goal is to escape the slave pens and find new hope in a violent world.

**COPY PROTECTION:** To answer the verification question, find the indicated page, line, and word in the manual and enter it. Do not count headings or titles when you count words.

**SAVING GAMES:** You can only have 10 save games in your game directory at one time. Each save game can take up to about 1,330,000 bytes of hard disk space (but they start off much smaller). If you do not have enough space on your hard drive you may see:

**"Disk Space Low!!!"** — If you get this message when saving, you should exit the game and free up more disk space.

**"Disk Space Very Low!!!"** — If you get this message when saving, you must exit the game and free up more disk space. The game informs you if it can't save. Your saved game information is stored in files labelled **SAVE01.SAV** through **SAVE10.SAV**. The numbers in the filenames match the slot number of your saves in the game.

If, at the start of the game, you receive the message: **"Maximum of # save games!"** (where # is an actual digit), it means that you can only have the stated number of save games.

**HOT KEYS:** See page 92 of your SHATTERED LANDS rule book or the last page of this data card for a complete list of hot keys.

**PAUSE:** To pause the game, right-click the mouse pointer and change it to any icon other than the "Walk" icon (the arrow). The game is now frozen and allows you to scroll much faster.

**HELP:** If you right-click on an item or spell icon in an inventory or menu screen, you get information about that item or spell.

**REST:** To rest in SHATTERED LANDS you must find a camp icon and then use the "Look" icon on it. All your characters' hit points will be healed, and previously cast spells become available again, as well as all psionic points.

**TALK:** To communicate, move close to another individual and then use the "Look" icon.

**MONSTERS:** Remember that some monsters are immune to certain weapon types or can only be hit by magical weapons.

## COMBAT

A small information stone appears in the upper right corner of the screen whenever you are in combat. It displays information for the currently active character.

There may be times when your character has zero *movement* points and the status "Can't Attack" (which is misleading). Actually, if you are *adjacent* to a monster you can still use the "Melee" icon to attack. (For example: Your character gets stuck in a web and has zero moves. But an opponent moves right next to him or her. Change the pointer to the "Melee" icon; you can then attack it.)

If you right-click on the Dark Sun icon in the upper left corner of the screen, the last six spells that you cast appear. This allows you to quickly cast the spells you use most.

You can check the attitude that opponents have toward you by moving the mouse pointer over them. Your enemies flash black, neutral combatants flash gray, and your party characters or allies flash gold. This aids you in deciding who to target in combat.

To attack a member of your party who has been *charmed*, you must use the sword or arrow icon.

## MISCELLANEOUS HOW-TO-PLAY NOTES

You cannot "Use" an item in a chest with another item. They must be either in your backpack, on the ground, or on an appropriate body location.

When the party is represented by a single character on screen, i.e. your leader, and a trap goes off or a spell is cast, only the leader will be affected. If all the characters are visible on screen they will all be affected.

The red circle with a line running through it is the "Not" symbol or "Can't Do" symbol. For example: If you are trying to move into a room with a closed door, the red circle with a line through it appears over the "Move" icon, informing you that you can't move there. If you get the message "No path from here" then your plotted path of movement is blocked. Move your character one or two spaces and try again.

Make certain you put items in your backpack. If you pick up an item with the mouse pointer and don't place it on your character, it will be lost if you save the game or move to a new game region. If you have an item as your mouse pointer and then right-click to pick up another item, the previous item will be destroyed.

When casting an area effect spell, a white square appears around all creatures that are going to be affected by the spell.

If a spellcaster or psionicist is hit in combat, he or she will be unable to cast spells or use psionics in that melee round. You must wait until the next melee round to cast a spell.

If you experience static on your monitor, exit the game, and restart it by typing **DARKSUN -C** followed by the Enter/Return key. This reduces static, but also slows the game down.

## DEVELOPER HINTS AND SUGGESTIONS

We recommend that your starting party include one of each of the following: One half-giant gladiator, and one human gladiator (dual-class this character to also be a preserver). Also, remember that thieves can climb without a rope.

You can use many spells outside of combat. For example *fog cloud* blocks line of sight of any possible opponents. If used at the right time, this could help you escape the slave pens.

If there is a door that you don't have the key for, try attacking it. You can also attack other objects in the game. This helps when trying to distract those pesky guards.

Use charm-like spells to change your enemies in combat to allies (although you won't get experience points for the charmed character). If a paralyze-like spell is cast on your enemy, it automatically fails its saves vs. magic.

Remember to search all bodies for treasure and equipment.

If you press the 'O' key in a region, the overhead map appears showing you the current region. If you left-click at a location on the map, the view centers on the location you chose. You may then left-click again to move your party to that location.

If you are stuck in a corridor or surrounded by allies, use the "Look" icon and talk to the blocking creatures to get them to move.

This section provides you with several easy steps to solve some common problems. Lack of free memory is the most common and the "Memory" section is a good place to start.

## MEMORY

This game requires **595,000 bytes** of free base memory and at least 1,000,000 bytes of free EMS to run. Read the front page of this data card to find out how to check your free RAM. If you do not have enough free base memory, the game may tell you in the form of an error message, begin to run poorly, or not run at all. If you have found that your free RAM is too low, you can correct this by adjusting your CONFIG.SYS and AUTOEXEC.BAT files or by creating a bootable disk. Below are sample CONFIG.SYS and AUTOEXEC.BAT files. Check your CONFIG.SYS file to make sure that FILES = 50 and BUFFERS = 32. See the following section for instructions on editing these files. Remember: altering these files may affect the way other programs run on your machine, so save copies of your current files.

Another way to free more memory without changing your normal system configuration is to create a boot disk. A boot disk is the best way to temporarily change your system's configuration without possible side effects. (Note: The boot disk procedure outlined below may not work with PS/1s or laptops.)

Create a boot disk using one of the following methods:

**If your A: drive is a 3.5" drive then**

1) Place your SHATTERED LANDS disk 1 into your A: drive.
2) Change the active drive to A: by typing **A:** and press Enter/Return.
3) Type **INSTALL BOOT** and press Enter/Return.
4) Follow the on-screen prompts until you see the message 'Boot Disk Creation Successful'.

**If your A: drive is a 5.25" drive and your B: drive is a 3.5" drive then**

1) Place a blank disk in the A: drive. (NOTE: It **must** be your A: drive to operate properly.)
2) Place your SHATTERED LANDS disk 1 into your B: drive.
3) Change the active drive to B: by typing **B:** and press Enter/Return.
4) Type **INSTALL BOOT** and press Enter/Return.
5) Follow the on-screen prompts until you see the message 'Boot Disk Creation Successful'.

Note that this procedure will work for the majority of all systems. However, certain conditions may prevent our program from successfully creating a boot disk for your particular system setup (a nonstandard mouse driver or operating system other than MS-DOS 5.0 or 6.0, for example). If you experience problems using this procedure, please call our Technical Support Department.

To start the game with this boot disk

1) Place your boot disk in your A: drive.
2) Reboot your machine (Ctrl-Alt-Del on the keyboard, or hit the reset button).

After your machine reboots, you will find yourself in the DARKSUN game directory. Type **DARKSUN** and hit the Enter/Return key to start the game.

## EDITING YOUR CONFIG.SYS OR AUTOEXEC.BAT FILES

MS-DOS comes with a text editor. If you need to change or create a file, type **EDIT** *filename* (replace the word *filename* with the appropriate name of the file).

**NOTE: You should back-up or copy your original CONFIG.SYS and AUTOEXEC.BAT files before altering them so you can restore them to their original configurations.**

## SOUND CARDS

If you are experiencing problems with your sound card, try running the diagnostic software that comes with your card. **80% of all sound card problems are due to mistaken configurations.**

If you are running a sound card that is not listed on the box label of this game, or are running a sound card in an emulation mode, your results may not be optimal. This game was tested only on the listed cards.

If you are experiencing problems with the game, try configuring the game for no sound. If the game will now run normally (but without sound, of course), then you probably need to reconfigure your sound. Type **SOUND** at the game directory, correct the IRQ setting, and try starting the game again. If your game still will not run, consult the manual that came with your sound card for diagnostic procedures.

Note: Gravis and Aria sound cards require TSRs to function properly. Be sure to follow the instructions below. If you still have problems, please contact Gravis or Aria.

### GRAVIS SOUND CARD USER:

You must have Gravis software version 2.0 or higher. If you do not have this please contact Gravis to obtain an update.

ULTRAMID.EXE must be loaded high for Darksun to run. Refer to your DOS manual for specific instructions.

If QEMM is in the system, it will be necessary to use QEMM's LOADHI command to load the ULTRAMID TSR high. Refer to the QEMM documentation for specific instructions.

If MIDI music is not playing properly, add a -c switch to the line in the SOUND.BAT and the DARKSUN.BAT files that loads the ULTRAMID driver. The line *with* the change added reads:    **ULTRAMID -nssi1.ini -c -q**

SBOS may cause conflict with the SHATTERED LANDS sound installer and/or the game itself. Try removing the SBOS command from your AUTOEXEC.BAT file if you have problems.

SMARTDRV may cause problems if used with DOS 5.0 on systems with standard memory managers such as HIMEM.SYS and EMM386.SYS. The problems range from music not playing to hanging your system. Try removing SMARTDRV from your AUTOEXEC.BAT or CONFIG.SYS to alleviate the problem.

### ARIA SOUND CARD USER:

MIDITSR.EXE must be loaded high for SHATTERED LANDS to run. Refer to your DOS manual for specific instructions.

If QEMM is in the system, it will be necessary to use QEMM LOADHI command to load the TSR High. Refer to the QEMM documentation for specific instructions.

### MOUSE SETUP

If your mouse is not functioning, you should make sure the driver has been loaded. **Windows and other programs of its type have built-in mouse drivers that do not function outside of their environment.** Loading a mouse driver may be as simple as typing **MOUSE** (and pressing Enter/Return) before starting the game. Since the command differs from mouse to mouse, consult your mouse user's guide.

If your mouse is acting erratically, it may be due to a software conflict or it may not be fully compatible with this game. Check with the mouse manufacturer to see if there is an updated mouse driver available.

## PLEASE READ THE FOLLOWING SECTION BEFORE CALLING TECHNICAL SUPPORT

If you are having problems, please consult the "Troubleshooting" section of this data card *before* calling technical support. We have a staff of technical support specialists ready to help you with any problem you may encounter with the game. If your problem is due to your system configuration they will tell you of the game's requirements and possible solutions.

Because of the millions of different hardware and software combinations possible with today's PCs, **you may still have to refer to your computer dealer, hardware manufacturer, or software publisher in order to properly configure their product to run with our game.** If at all possible, be near your computer when you call. The technical support agent will need specific information about your machine and may need you to access or change some files while you are on the phone. If it is not possible to be near your computer, be sure to have:

- a listing of all of your machine's hardware and its settings
- the contents of your AUTOEXEC.BAT and CONFIG.SYS files
- all the information listed after the CHKDSK or MEM command (read the "Memory" section)
- the current configuration of your game

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## SHATTERED LANDS HOTKEYS

| | |
|---|---|
| A | Toggles animations on / off |
| C | Brings up the Cast Spells / Use Psionics screen |
| E | Brings up the Current Spell / Effects screen |
| G | Sets character to Guard (in combat) |
| H | Centers screen on leader |
| I | Brings up the View Inventory screen |
| N | Targets next opponent (in combat) |
| O | Brings up the overhead map |
| P | Targets the previous opponent (in combat) |
| Q | Ends a character's turn (in combat) |
| U | Brings up the Cast Spells / Use Psionics screen |
| V | Brings up the View Character screen |
| W | Sets character to Wait (in combat) |

| | |
|---|---|
| Y / N | Answers Yes / No questions |
| Alt-X | Quits SHATTERED LANDS |
| Esc | Exits a menu, or, quits SHATTERED LANDS if no menus are currently on the screen |
| Tab | Brings up the Game Menu |
| Space | Turns off computer control (in combat); or, from the Character Options screens, brings up the Modify Character menu |

| | |
|---|---|
| 1-4 | Sets the corresponding character as the leader |
| 5 | Show all character icons when moving |
| 6 | Show only the leader icon when moving |
| | Note: In conversations with NPCs, numbers 1-5 select the associated line from the list of possible responses |

| | |
|---|---|
| F1 | Saves game |
| F2 | Loads game |
| F3 | Quits game |
| F4 | Toggles music on / off |
| F5 | Refreshes the screen |
| | (F5 does not toggle sound effects on / off as stated in rule book.) |
| F6 | Does nothing |
| | (F6 does not toggle animations on / off as stated in rule book.) |

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