THE TROPHY Case II

Death Gate

CD-ROM
Super V
Voice

"Underneath the
adventure generat
over the most den
– Brad Ward, PC

"Excellent" – Adver
Computer Gener

"Arcade quality
depth."
– Steve Wartofsky

COMPANIONS OF XANTH

Based on
Piers Anthony's
new Xanth book

USA Today says —
A playful fantasy filled with lus

LEGEND

SHANNARA

TERRY BROOKS"
"Sword of Shannara

LEGEND™

MANUAL
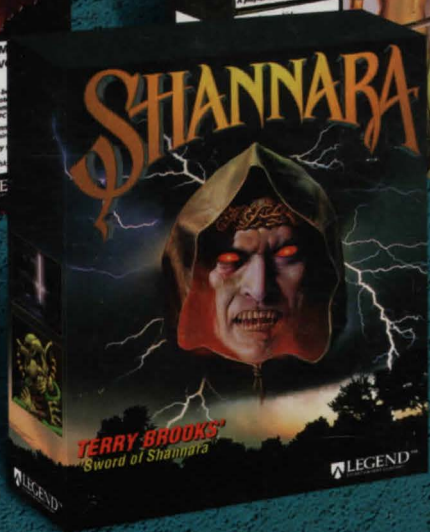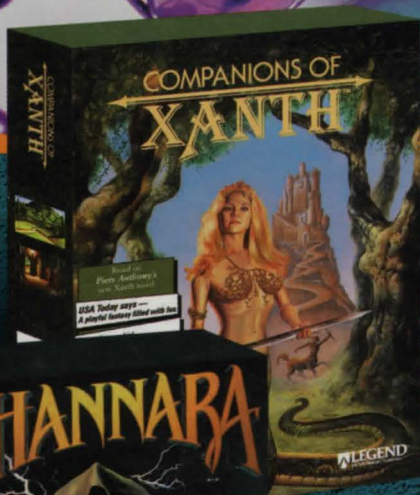
SIRTECH

Companions of Xanth

What Is A LEGEND Adventure Game?

In an adventure game from Legend, you become the main character in an evolving story that takes place in a world populated with interesting people, places, and things. You see this world through your main character's eyes, and you play the game by directing his actions.

Like a book or a movie, the story unfolds as you travel from place to place, encountering situations which require action on your part. You can think of each of these situations as a puzzle. The key to solving these puzzles will often be creative thinking and clever use of objects you have picked up in your travels. You will get points as you solve puzzles, and your score will help you monitor your progress.

Throughout the game the richly textured graphics, prose, and music will draw you into a spellbinding adventure that could only be brought to you by the master storytellers of Legend Entertainment Company.

Technical Support

Compuserve	GAMCPUB (Game Publisher's C Forum, Legend Section 7) Post messages to: Legend Entertainment 7266, 1021
AOL	LegendEntr
Internet:	www.legendent.com
Technical Support	703-222-8515
FAX	703-222-3471

Hint Information

Children under 18 must obtain parents' permission before calling. Touch Tone phone is required

From the United States
1-900-933-2583 ($1.00 per minute)   1-900-933-CLUE

From Canada
1-900-451-3615 ($.95 Canadian per minute)

Executive Offices
(Please do not call this number for technical assistance or hint information)

Legend Entertainment Company
P.O. Box 10810
14200 Park Meadow Drive
Chantilly, Virginia 22021
703-222-8500

Table Of Contents

Even if you are an experienced adventure game player who thinks that instruction manuals are best used as confetti at sporting events, you should still read the sections with names in **bold** for valuable information about this game.

Installation

1. Place the game CD in your CD-ROM drive.

2. In DOS, log to your CD-ROM drive. For example, if your CD-ROM drive is set up as drive D: then you would type **D:<ENTER>**

3. Type **INSTALL <ENTER>**

Important: You must have at least 580,000 bytes of free conventional memory in order to run your game without errors.

After installation, you can change configuration options (like your music card or IRQ settings) by running the **INSTALL** program again from the game directory on your hard disk.

Playing The Game

With *Companions of Xanth*, Legend introduces a new graphic adventure game system. The new system was designed to be intuitive and easy to use, but we have also included a complete on-line tutorial to introduce you to the basic concepts of game play. The best way to learn your way around it is to start the game, watch the tutorial, and then "noodle" with the game for awhile.

ON-LINE TUTORIAL

To access the tutorial, simply start the game and press **<ESC>** to bypass the intro, then click on the "system" button (the little black disk), and finally click on **HELP**.

SYSTEM OVERVIEW

For all you experienced gamers who can't wait to get started, here are the highlights of our new system:

1. The picture is a representation of what you (as the game's main character) are seeing.

2. Below the picture is a small text window that provides feedback about your actions.

3. Inventory objects appear as icons in the two "trays" at the bottom of the screen.

4. A compass rose is used for movement. Valid exits are lit up in bright white.

5. A cluster of buttons below the compass rose provides access to the game map, an **UNDO** button, and system options such as **HELP**, **SAVE**, **RESTORE**, **MUSIC** options, and **QUIT** to DOS.

6. You communicate with the game by building commands. These commands are created by clicking on picture objects, inventory icons, and verbs. You can enter commands using both object-verb syntax (click on an object and then a verb) and verb-object syntax (the more traditional form of command input).

7. The names of game objects will "light up" as you move the mouse cursor over the objects in the picture and in your inventory.

Keyboard Shortcuts

Here is a handy list of keyboard functions for those of you who like to play using a combination of mouse and keyboard inputs.

COMMAND FUNCTIONS

<F1>	WAIT
<F2>	SYSTEM options
<F3>	MAP
<F4>	UNDO
<F5>	SAVE
<F6>	RESTORE
<F7>	DISABLES AND ENABLES ANIMATION (for those with slow machines)

MOVEMENT

Left arrow	Move West
Right arrow	Move East
Down arrow	Move South
Up arrow	Move North
Page Up (Pg Up)	Move Northeast
Page Down (Pg Dn)	Move Southeast
Home	Move Northwest
End	Move Southwest
Insert	Go Up
Delete	Go Down

VERBS

"C"	Close
"G"	Take
"L"	Look
"O"	Open
"P"	Put
"T"	Talk

MOVEMENT

"S"	Save
"R"	Restore
"U"	Undo
"Q"	Quit
"H"	Help

Programming The Right Hand Mouse Button

In default mode, pressing the right hand mouse button will clear the command line. However, you can also program this button to execute a command using a specific verb. To do this, move the mouse cursor over the verb you want to select and then click the right mouse button. Now right-click on an object and the verb you selected will "act" on it. For example, if you right-clicked on the verb **OPEN**, and then right-clicked on the door, the door would open.

The verb will remain selected until you restore to the default mode. Do this by either clicking on another verb or by right-clicking over an inactive part of the screen.

Configuration Options

You can change your configuration at any time by re-running the **INSTALL** program from your game directory. If you wish to override any of the defaults for the game configuration without re-running **INSTALL** then you may type one or more of the following options, separated by spaces, after typing **XANTH** on the MS-DOS command line:

XMOUSE   Overrides the default Microsoft mouse driver display routines. Use if you experience problems with your mouse.

ADLIB   Causes music to be played through an AdLib Music Synthesizer Card, if present.

BLASTER   Causes music to be played through a Sound Blaster card, if present. You may set the IRQ number and I/O address for your Sound Blaster card by typing: **XANTH BLASTER <irq number> <i/o address>**.

MT32   Causes music to be played on a Roland MT-32 (or compatible) sound module, if present. You may set the IRQ number and I/O address for your MIDI interface by typing: **XANTH MT32 <irq number> <i/o address>**.

NOREAL   Stops sound effects from being played.

So, for example, if you have a Sound Blaster sound board on IRQ 9, you would type **XANTH BLASTER 9 <ENTER>** at the MS-DOS system prompt.

The XMOUSE parameter is used for mouse drivers that are not Microsoft compatible. If your mouse is not responding or the software is behaving erratically (e.g. the mouse cursor is "eating" the graphics, or it causes a piece of the old picture to remain when a new picture is displayed), then you may want to start the game by typing **XANTH XMOUSE** to override the default.

Refer to the next section, *Music and Sound*, for more information on music card configuration.

Music And Sound

Companions of Xanth supports the following music technologies:

   AdLib Music Synthesizer Card
   Creative Labs' Sound Blaster
   Roland MT-32 and compatible MIDI sound modules including
      Roland's MT-100, CM-32L, and LAPC-1
   RealSound (TM)

If you have a Sound Blaster, you will hear RealSound sound effects and music simultaneously. If you have an AdLib card, you will not hear any sound effects while music is playing.

Sound effects will be played through the PC's internal speaker if you do not have a Sound Blaster card. See the Installation section for instructions for proper installation of the game.

ROLAND MT-32, MT-100, CMM-32L, AND LAPC-1 OWNERS

To use your MIDI sound module, make sure your equipment is configured as described below and as illustrated on the accompanying diagram. LAPC-1 owners may ignore items 1, 2, and 3.

1. A PC to MIDI Interface card is installed in your PC.

2. The PC to MIDI Interface card is connected to an MPU-401 or compatible MIDI Interface or MIDI Processing Unit.

3. A MIDI cable is connected from a MIDI OUT connector on the MIDI Interface to the MIDI IN connector on your sound module.

4. The audio output jacks on your sound module are connected to the audio input jacks on your amplifier or stereo.

5. One or two speakers are attached to the speaker connectors on your amplifier or stereo.

If you are having trouble getting your MIDI sound module to operate, the difficulty can probably be traced to one of two causes. First, you may have two cards in your computer that are set to the same IRQ. If this is the case, you can change the IRQ value for one of the cards by using the card's jumpers or switches (although some cards do not allow this). Consult the manual that came with your MIDI interface.

The second possibility is that your MIDI interface may be set to an IRQ other than the default value of 2 and/or an I/O address other than 330. In this case, you must specify the appropriate IRQ value and/or I/O address in the command line when you start the game. For example, to use a MIDI interface card set to operate on IRQ 5 and I/O address 300, you should start the game by typing: **XANTH MT32 5 300**.

MIDI Wiring Diagram for Roland MT-32, MT-100, and CM-32L

REALSOUND™

RealSound is used throughout the game to play sound effects on the PC's internal speaker or a Sound Blaster card, if present. No additional hardware or software is required for you to hear RealSound effects in Companions of Xanth. If you do not have a Sound Blaster you will hear RealSound sound effects on your PC speaker.

RealSound is a Patent Pending technological breakthrough that works with any IBM compatible computer with a built-in speaker. If your machine beeps when you turn it on, it is compatible with RealSound.

Save, Restore, And Quit

You can save the game at any point by clicking on the disk icon, then selecting **SAVE**. **SAVE** allows you to define a point which you can return to if you are "killed" or if you just want to turn off your computer for a while.

When you choose the **SAVE** option you will be asked to name the **SAVE** file. Choose a name that will remind you of where you are, like "**Finished with Village**" or "**Solved Book Puzzle.**" The description of the saved game can have up to 30 characters in it.

In the course of playing this game, you may create up to 128 simultaneous **SAVE** files. You can delete **SAVE** files by pressing <ALT><D> when the highlight bar is positioned over the name of the saved game. If you pick the name of an already existing file when you save, the original file will be erased and the new file will take its place. You can edit an existing description by moving the highlight bar to the appropriate line and pressing the space bar or single-clicking on the description if you have a mouse. <ENTER> or a double-click will save your current game with the new description.

When you are ready to return to a place you have saved, click on **RESTORE** (from the system option menu). As a reminder, a list of your previously saved games will appear in the **RESTORE** window. When the game asks you for a description, move the highlight bar to the description you want and press <ENTER> or type in a new description. If you type in the beginning of a valid description and hit <ENTER>, the game will automatically match it and fill in the rest of the name. Once you have entered a valid description, you will return to the spot you left as if you had never been away. You will have the same score, inventory, status, etc. that you had when you left. If you want to stop playing, use the **QUIT** command. However, if you quit without saving, you will have to start from the beginning of the game the next time you play.

Helpful Hints

Here are eight pieces of advice for novices, or even for old pros who are just plain stuck.

1. *Talk to your Companion!* If you're stuck on a puzzle, try talking to your Companion. He or she will most likely have some valuable advice.

2. *Crime pays.* TAKE everything that isn't nailed down.

3. *Keep your eyes open.* EXAMINE things that you come across; you'll get extra tidbits of info.

4. *Two heads are better than one.* Play with a friend, relative, spouse, lover, etc. Even your pet cat may think of something you've overlooked.

5. *Adventuring can be a dangerous business.* SAVE early, SAVE often.

6. *Use the LOOK command.* This will give you a verbal description of the room you are in, and it may draw your attention to some objects that you have overlooked.

7. *Take it slow.* Examine pictures carefully!

8. *If at first you don't succeed....* If you get stuck at some point, do not go away mad, just go away! Come back later with a fresh mind.

If you get *really* stuck on a puzzle or can't figure out where to go next, we suggest that you either call our 24-hour automated hint line, or call us and order a hint book. Turn to the front inside cover of this manual for specifics.

About The Author

Michael Lindner lives in McLean, Virginia with his wife, Heather, and their ferocious dog, Nigel. When not working on adventure games, Michael has his body placed in a cryogenic stasis for years at a time, tended by his devoted wife. Michael enjoys music, reading, and vegetation. He detests cooked carrots, large flying insects, and light pollution.

Michael is especially concerned about accurate product labeling and urges the purchaser of this product to heed the following warnings:

1. This product is constructed entirely of ultra-microscopic electrically charged particles traveling at tremendous speed. Handle with care.

2. This product contains only matter. Any inadvertent contact with antimatter will result in an immediate explosion. Stand clear and wear proper eye protection in this eventuality.

3. All matter in this package is part of an expanding universe which will eventually collapse into an infinitesimally small space. This product is not guaranteed to operate properly in any universe resulting from the ensuing expansion.

Credits

Companions of Xanth is based on the book, "Demons Don't Dream" by Piers Anthony

Game Design and Programming.................................Michael Lindner

Game Design Assistance and Steerage ....Bob Bates

System Design ....Michael Lindner & Mark Poesch
Duane Beck and Mike Verdu

System Programming ....Mark Poesch & Duane Beck

Graphics System and High Magic ....Mark Poesch

Dialogue System and Troll Games ....Duane Beck

Music System..Michael Lindner

Help System ....Mark Poesch & Mike Verdu

Other System Programming.........................Mark Poesch, Duane Beck,
Michael Lindner, Glen Dahlgren,
& Chip Kerchner

Cut Scene Writing...Bob Bates

Art and Music Direction...Michael Lindner

Room Art and Animations ....Paul Mock

Background Art................................Kathleen Bober, Chris Grandstaff,
Tim Knepp, Chris Angrisani,
Bob Lynch & Mark Poesch

Cut-Scene Animations...Anne-Marie Cox

Video Production...Paul Fuqua, Fil Hunter
Robin Reid, Michael Lindner
Mark Poesch & Kathleen Bober

Actors ....Nada Naga - Laura Dunn
Jenny Elf - Kim Hunter
Kim Mundane - Pamela Melton
Cyrus Merman(Human) - David Beattie
Dug Mundane - Fil Hunter
Sammy Cat - Moxie Cat

Music Composition ....Arfing Dog, Eric Heberling
& Tony Bernetich

Help! Troubleshooting And Technical Assistance

Some common problems and their solutions are described in this section. If your problem is not addressed, first make a boot floppy by exactly following the instructions in the next section. If this does not solve your problem, please call our Technical Support Department at one of the numbers listed in the front of this manual for specific help.

If you would like game hints, callers within the continental U.S. may call our 24-hour automated hint line at 1-900-PRO-KLUE (1-900-776-5583). You can order a hint book ($9.95 plus shipping and handling) by calling 1-800-658-8891, or 703-222-8500. You might also try dialing with a modem into one of the on-line services where you can talk to real live gamers who have probably been stuck at the same place you are.

If you are a member of CompuServe, type the command **GO GAMCPUB** at any ! prompt to get to Legend Entertainment's support area (Section 7), or contact our Customer Support Department at ID #72662,1021.

If you are not a member of CompuServe, join today by calling 1-800-524-3388. Speak to Representative 512 and receive a FREE introductory membership which includes a $15 usage credit.

I've got an MT-32 and do not hear any music

If you have a Roland MT-32 (or compatible) sound module and you are not hearing any music, start the game with the command **XANTH MT-32**. If you are still not hearing any music, the difficulty can probably be traced to one of two sources:

1. You may have two cards in your computer that are set to the same IRQ. If this is the case, change the IRQ value for one of the cards by using the card's jumpers or switches. Some cards may not allow this. Consult the manual for the card for more details.

2. Your MIDI interface may be set to an IRQ or an I/O address other than the default values of 2 and 330, respectively. In this case, you must specify the appropriate IRQ value or I/O address in the command line when you start up the game. For example, to use a MIDI interface card set to operate on IRQ 5 and address 300, you should start the game by typing **XANTH MT32 5 300**.

I'm getting a low memory warning

If you get a low memory warning when you start up the game, make sure you have taken all of your TSR (Terminate and Stay Resident) programs out of RAM. You need at least 580,000 bytes of free memory to avoid the low mem-

ory warning. To solve this problem, follow the instructions in the next section entitled, *Creating a Boot Floppy*.

The mouse cursor is eating the graphics!

If moving your mouse cursor over the picture destroys it, then the mouse you are using is probably not Microsoft compatible. If this happens, try exiting to DOS and starting the game again by typing **XANTH XMOUSE**.

The mouse cursor has a square around it OR a piece of the old picture remains behind when a new picture is displayed.

In 1992, Microsoft released drivers that were included with popular computers such as the Gateway 2000. Although these drivers were designed to support the newer Super VGA modes, they do not fully support the Microsoft Mouse Driver specifications.

We have provided a command line option, XMOUSE, which eliminates the problem. To use this option, start the game with the command **XANTH XMOUSE**. However, if you are using one of the drivers listed below, we recommend that you contact your mouse's manufacturer to request an update.

MOUSE.COM   Microsoft Mouse Driver Version 8.20
MOUSE.COM   Microsoft Mouse Driver Version 8.20a

The mouse cursor isn't anywhere to be seen

If the mouse doesn't seem to be working, make sure you install the mouse driver before you start up the game. You can usually accomplish this by typing **MOUSE <ENTER>** from the MS-DOS prompt. If you get a "Bad command or file name" error, find out where the mouse driver lives on the disk or consult the documentation that came with your mouse and its driver software.

I'm using XMOUSE and am having trouble completing commands

On a slow machine the XMOUSE mouse cursor may flicker and create control problems when there is animation on the screen. You can eliminate this problem by pressing **<F7>** to disable animation.

I've never had a problem like this before...

Don't panic, chances are you are getting interference from a forgotten TSR. Turn to the next section and create a boot floppy by following the instructions exactly. If you are still having problems, please call our Technical Support Department at one of the numbers listed at the front of this manual.

Creating A Boot Floppy

If you have a hard drive and are suffering from problems that you cannot explain, the procedures outlined here will allow you to boot your machine from a clean system boot floppy, uncluttered by autoloading TSRs, device drivers, and complicated **CONFIG.SYS** files. To create a boot floppy, it is easiest to use the automatic feature in the install program. Simply return to the DOS prompt in the directory where you have installed this game. Then type **INSTALL <ENTER>**. From the installations options menu, choose "create a bootable floppy disk" by using the arrow keys and pressing **<ENTER>**. The program will direct you to insert a blank disk at the appropriate time and will let you know when the boot floppy has been created.

Now reboot your computer with this disk still in your **A:** drive. When the boot process is complete you will see this DOS prompt: **A:>**. Then:

1. Type **C:** and hit the **<ENTER>** key.
2. If you are not using a mouse, you may skip this step. If you are, then type **MOUSE <ENTER>**. (If you get a "Bad command or file name" error, find out where the mouse driver lives on the disk or consult the documentation that came with your mouse and its driver software.)
3. Type **CD** and then the name of the directory where you have installed the game, or **XANTH** if you have used the default directory. Then, hit the **<ENTER>** key.
4. Type the appropriate command as listed in *Configuration Options*.

This same process may be duplicated manually by following these steps:

1. Find a blank diskette for your **A:** drive.
2. Insert the blank diskette in the **A:** drive and close the drive door.
3. Type **DIR A:** then hit the **<ENTER>** key.
4. If you see any files listed, you need to go back to step 1 because the disk is not blank and if you continue from here you will wipe out everything on the disk.
5. Type **FORMAT A:/S** then hit the **<ENTER>** key.
6. Type **N** when DOS asks if you want to format another diskette.
7. Type **DIR A:** then hit the **<ENTER>** key.
8. You should see **COMMAND. COM** listed in the newly formatted disk's directory. If you do not, type **COPY C: \COMMAND.COM A:** then hit the **<ENTER>** key.
9. Type **A:** then hit the **<ENTER>** key.

10. Type **COPY CON CONFIG.SYS** then hit the **<ENTER>** key; the DOS prompt is now gone, but the cursor is still there.

11. Type **FILES=20** then hit the **<ENTER>** key.

12. Type **BUFFERS=20** then hit the **<ENTER>** key.

13. Hold down the **<CRTL>** key and hit the letter **Z** once, then the **<ENTER>** key.

DOS tells you it copied one file and the DOS prompt is back on the screen. Congratulations! You just made your own DOS system configuration file on your own DOS system boot floppy. Now reboot your computer with this diskette still in your **A:** drive. When the boot process is complete you will see this DOS prompt: **A:>**

14. Then type **C:** and hit the **<ENTER>** key.

15. If you are not using a mouse, you may skip this step. If you are, then type **MOUSE <ENTER>**. (If you get a "Bad command or file name" error, find out where the mouse driver lives on the disk or consult the documentation that came with your mouse and its driver software.)

16. Type **CD XANTH** and hit the **<ENTER>** key

17. Type the appropriate command as listed in *Configuration Options*.

If you have any further trouble, please call Technical Support at one of the numbers listed at the front of this manual.

Legal Stuff

We appreciate your purchasing a license to use our product, and we want you to feel good about that purchase. Unfortunately, our lawyers have forced us to put some rather obnoxious verbiage here. Fortunately, all of our competition puts the same stuff in their manuals. Some of the things written below may appear to be outrageous and unconscionable. But then, so are our lawyers. (Q: What do you have when a 100 passenger bus with 99 lawyers aboard runs off the side of a cliff? A: The waste of a good seat.)

1. **Limited Warranty. This manual and the related software product are sold "AS IS," without warranty as to their performance.** Wait a minute! You mean that if the program does not have a happy ending, I do not get my money back? ...Yes. We have probably already spent your money to keep our programmers in pizza anyway. Here comes some more legalese to try to nail down that concept.

The entire risk as to the quality and performance of the computer software program is assumed by the user. However, Legend Entertainment Company warrants for a period of 90 days to the original purchaser that the medium on which the software is recorded is free from defects in material and workmanship. If during that period ending 90 days from purchase a defect should become apparent, return the disk to Legend or your dealer and Legend will replace the disk without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the disk as provided above. This warranty gives you specific legal rights and you may also have other rights which vary from state to state. (NOTE: After the warranty period, a defective disk may be returned to us with a check or money order for $7.50 U.S. and we will replace it.)

THE WARRANTIES SET FORTH ABOVE ARE IN LIEU OF ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. IN NO EVENT SHALL LEGEND ENTERTAINMENT COMPANY OR ANYONE ELSE WHO HAS BEEN INVOLVED IN THE CREATION OR PRODUCTION OF THIS COMPUTER SOFTWARE PROGRAM BE LIABLE FOR DIRECT, INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES ARISING OUT OF USE OF THIS SOFTWARE OR ANY BREACH OF THE WARRANTY SET FORTH ABOVE. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. For example, you may be playing our game when a friend passing by is distracted by some of the graphics. He walks into a floor lamp.

The lamp falls over, scaring your cat. The cat streaks from the room, upsetting a heater which sets some curtains afire. Unfortunately, it is a windy day and the fire is soon out of control. Three days later Chicago is still ablaze. If we took out an insurance policy against such remote contingencies, we'd have to charge $1599.99 for the game, and you would not be reading this lame copy. Anyway, we do not assume liability for things like this, even if the city is a small one like Muleshoe, Texas.

Death Gate™

Technical Support

Compuserve	GAMCPUB (Game Publisher's C Forum, Legend Section 7)
	Post messages to: Legend Entertainment 7266, 1021
AOL	LegendEntr
Internet:	www.legendent.com
Technical Support	703-222-8515
FAX	703-222-3471

Hint Information

Children under 18 must obtain parents' permission before calling. Touch Tone phone is required

From the United States
1-900-933-2583 ($1.00 per minute)   1-900-933-CLUE

From Canada
1-900-451-3615 ($.95 Canadian per minute)

Executive Offices
(Please do not call this number for technical assistance or hint information)

Legend Entertainment Company
P.O. Box 10810
14200 Park Meadow Drive
Chantilly, Virginia 22021
703-222-8500

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Installation

Death Gate requires an IBM compatible microcomputer with an 80386 processor or better, 4MB of memory, MS-DOS version 5.0 or above and a Super VGA or VGA graphics adapter (Super VGA graphics are 640x480, 256 colors; VGA graphics are 320x200, 256 colors).

The installation program on the CD-ROM will configure *Death Gate* to work with your system and install some files on your hard disk.

Super VGA users should note that the installation program will run a performance test that requires VESA compatibility, at least 300K free of Conventional Memory, and at least 1,500K fee of Expanded or Extended Memory. If you are unsure about whether or not your graphics card is VESA compatible, see the Super VGA Troubleshooting section of this manual. If you do not have enough memory available, see the Memory Troubleshooting section.

Before installing and playing the game, make sure that your mouse driver is loaded.

The installation process is quite simple:

1. Place the CD in your CD-ROM drive.

2. Go into DOS (bring up the > prompt on the screen).

   If you normally use Windows, exit Windows by using the mouse to select FILE, and then EXIT. Do not use the MS-DOS icon as this will bring up a DOS shell within Windows. You must exit Windows completely before installing or playing this game. Playing through Windows may cause sound, memory, or graphics problems.

3. Switch your DOS prompt to the drive letter corresponding to the CD-ROM. Do this by typing the CD-ROM drive letter followed by a colon and then press **<ENTER>**. For example, if your CD-ROM drive is set up as Drive D, type **D: <ENTER>**.

4. To view the READ.ME text file, type **MORE < README.TXT <ENTER>**.

5. Type **INSTALL <ENTER>** to run the installation program.

6. Follow the installation instructions on the screen.

SMARTDrive users: you should disable SMARTDrive for your CD-ROM before playing the game. If you don't, you may hear a stutter effect during voice playback. We recommend that you add **/u** to the SMARTDRV command in your AUTOEXEC.BAT file. You can also disable SMARTDRV entirely by adding a REM at the start of the line which contains the SMARTDRV command in your AUTOEXEC.BAT. Finally, you can temporarily disable SMARTDRV by typing **SMARTDRV D-** before you start the game (replace "D" with the letter of your CD-ROM drive).

Following the installation, you will return to DOS in the game directory on your hard disk. To start the game, type **DGATE <ENTER>.**

Playing The Game

Legend's new graphic adventure game system was designed to be intuitive and easy to use, but we have also included a complete on-line tutorial to introduce you to the basic concepts of game play. The best way to learn your way around it is to start the game, watch the tutorial, and then "noodle" with the game for awhile.

ON-LINE TUTORIAL

To access the tutorial, simply start the game and press **<ESC>** to bypass the intro, then click on the "system" button (the disk icon on the lower left of the screen), and finally click on HELP.

SYSTEM OVERVIEW

For experienced gamers who cannot wait to get started, here are the highlights of our new system:

The picture is a representation of what you (as the game's main character) are seeing.

1. Below the picture is a small text window that provides feedback about your actions.

2. Inventory objects appear as icons in the two trays at the bottom of the screen.

3. A compass rose is used for movement. Valid directions are highlighted in green.

4. A cluster of buttons below the compass rose provides access to the game map, a WAIT button, an UNDO button, and system options such as HELP, SAVE, RESTORE, MUSIC options, and QUIT to DOS.

5. You communicate with the game by building commands. These commands are created by clicking on picture objects, inventory icons, and verbs. You can enter commands using both object-verb syntax (click on an object and then a verb) and verb-object syntax.

6. To use magic, click on the glowing red magic icon and then on the intended target. This will bring up the magic interface.

7. Companion characters may appear in the slot underneath the magic icon. You can interact with the character in the slot by clicking on him or her.

Keyboard Shortcuts

Here is a handy list of keyboard functions for those of you who like to play using a combination of mouse and keyboard inputs.

COMMAND FUNCTIONS

<F1>	WAIT
<F2>	SYSTEM options
<F3>	MAP/PICTURE TOGGLE
<F4>	UNDO
<F5>	SAVE
<F6>	RESTORE
<F7>	DISABLES AND ENABLES MOST ANIMATIONS

MOVEMENT

Left arrow	Move West
Right arrow	Move East
Down arrow	Move South
Up arrow	Move North
Page Up (Pg Up)	Move Northeast
Page Down (Pg Dn)	Move Southeast
Home	Move Northwest
End	Move Southwest
Insert	Go Up
Delete	Go Down

VERBS

"C"	Close
"G"	Give
"L"	Look
"O"	Open
"P"	Put
"T"	Take

OTHER

"S"	Save
"R"	Restore
"U"	Undo
"Q"	Quit
"H"	Help

Save, Restore, and Quit

You can save the game at any point by clicking on the disk icon, then selecting SAVE. SAVE allows you to define a point which you can return to if you are "killed" or if you just want to turn off your computer for a while.

When you choose the SAVE option you will be asked to name the SAVE file. Choose a name that will remind you of where you are, like "**Finished with Village**" or "**Solved Book Puzzle**." The description of the saved game can be up to 30 characters long.

In the course of playing this game, you may create an almost unlimited number of simultaneous SAVE files. You can delete SAVE files by highlighting the name of the saved game and clicking on DELETE. If you pick the name of an already existing file when you save, the original file will be erased and the new file will take its place. You can edit an existing description by moving the highlight bar to the appropriate line and pressing the space bar or single-clicking on the description if you have a mouse.

When you are ready to return to a place you have saved, click on RESTORE (from the system option menu). As a reminder, a list of your previously saved games will appear in the RESTORE window. When the game asks you for a description, move the highlight bar to the description you want and press <ENTER> or type in a new description. If you type in the beginning of a valid description and hit <ENTER>, the game will automatically match it and fill in the rest of the name. Once you have entered a valid description, you will return to the spot you left as if you had never been away. You will have the same score, inventory, status, etc. that you had when you left. If you want to stop playing, use the QUIT command. However, if you quit without saving, you will have to start from the beginning of the game the next time you play.

Helpful Hints

Here are seven pieces of advice for novices, or even for old pros who are just plain stuck.

1. *Magic is important.* Accumulating and using magic spells is an important element in *Death Gate*.

2. *Crime pays.* TAKE everything that isn't nailed down.

3. *Keep your eyes open.* LOOK at things that you come across; you'll get extra tidbits of info.

4. *Two heads are better than one.* Play with a friend, relative, spouse, lover, etc. Even your pet cat may think of something you've overlooked.

5. *Adventuring can be a dangerous business.* SAVE early, SAVE often.

6. *Take it slow. Examine pictures carefully!*

7. *If at first you don't succeed....* If you get stuck at some point, do not go away mad, just go away! Come back later with a fresh mind.

If you get **really** stuck on a puzzle or can't figure out where to go next, we suggest that you put a message in the GAMERS Forum on CompuServe call our 24-hour automated hint line, or call us and order a hint book. Please do not call our Executive Offices for technical support, orders or hints. Turn to the front inside cover of this manual for specifics.

Help! Troubleshooting And Technical Assistance

Some common problems and their solutions are described in this section. If your problem is not addressed, first make a boot disk by following the instructions in the next section. If this does not solve your problem, please call our Technical Support Department at one of the numbers listed in the front of this manual for specific help.

When calling Technical Support please have information available about your system configuration, DOS version, type of graphics adapter card, sound card, and your music and sound IRQ settings. **WE CAN OFTEN HELP YOU BETTER IF YOU ARE AT YOUR COMPUTER WHEN YOU CALL SO THAT WE CAN WALK YOU THROUGH THE PROBLEM.**

If you would like hints, you might try dialing into one of the many on-line services (like CompuServe, Prodigy, or America On-line) where you can talk to fellow gamers. You can also call our 24-hour automated hint line at **1-900-933-CLUE (1-900-933-2583)** if you live in the United States. The cost is $.75 per minute. Children under 18 must obtain their parents' permission. From Canada call 1-900-number to be announced; the cost is $.95 Canadian per minute. For 1-900-number information please call 1-800-407-4808. In addition, hint books are available directly from Legend Entertainment at a cost of $9.95 plus shipping and handling. To order call 1-800-658-8891 or 703-222-8515 between 9:00am and 5:00pm Eastern Time.

If you are a member of CompuServe and have a technical question, type the command **GO GAMCPUB** at the ! prompt to get to Legend's support area (Section 7). For hints, type **GO GAMERS**, and post your questions in the Adventure (Section 2) or RPG section (Section 9). If you are using WinCIM, you can add these forums to your Favorite Places window, or use the GO (stoplight icon) to jump to either GAMCPUB or GAMERS.

If you are not a member of CompuServe, join today by calling 1-800-524-3388. Speak to Representative 512 and receive a FREE introductory membership which includes a $15 usage credit.

SUPER VGA GRAPHICS

This game supports the VESA standard for Super VGA graphics. Many Super VGA graphics cards are VESA compatible at the hardware level, requiring no special action on your part to get the game running correctly.

If the installation program or the game gives you an error message because your graphics card is not VESA compatible and is not supported directly by the game, then consider the following alternatives:

1. If you have run into this problem before and have a VESA driver from your graphics card manufacturer (or other source), then install the VESA driver and try running the game. Most VESA drivers can be installed from a program (supplied by your manufacturer) that you run at the DOS command line. Some require parameters. You should consult the documentation that came with your graphics card for installation instructions and VESA compatibility.

2. If you cannot find a VESA driver for your graphics card, call your manufacturer or dial up their BBS or CompuServe support forum. You will most likely be able to download a driver or have them send you one by mail.

3. If you do not have a VESA driver for your graphics card or your VESA driver does not work with the game, then try the UNIVBE universal VESA driver included in the UNIVBE directory on the Death Gate CD. Change directories into the UNIVBE directory and then type INSTALL. Please note that although Legend has included UNIVBE for your convenience, this is a shareware product produced by another company. If it works for *Death Gate* and solves a compatibility problem for you, then you may want to continue using it for this and other games. To register your copy of UNIVBE, follow the instructions on the screen during the installation process.

If all else fails, you can still run the game in the VGA/MCGA graphics mode (320x200, 256 color). Simply reinstall the game using INSTALL.EXE in the root directory on your CD.

SOUND CARDS, MUSIC, VOICE, AND SOUND EFFECTS

Stuttering Voice Playback

If you hear an irritating stutter effect during voice playback, you should disable SMARTDrive for your CD-ROM. We recommend that you add /u to the SMARTDRV command in your AUTOEXEC.BAT file. You can also disable SMARTDRV entirely by adding a REM at the start of the line which contains the SMARTDRV command in your AUTOEXEC.BAT. Finally, you can temporarily disable SMARTDRV by typing **SMARTDRV D-** before you start the game (replace "D" with the latter of your CD-ROM drive).

IRQ Settings and Conflicts

The majority of sound and music problems reported to our Technical Support personnel involve incorrect IRQ settings and IRQ conflicts. *Death Gate*'s new audio library uses a combination of techniques to determine the correct base address, IRQ, and DMA settings for your sound card. If you experience music or sound problems, check the following:

1. **Is there a BLASTER variable in your environment table?**
   Type **SET** to list your computer's environment table.

2. **Are the values in the BLASTER variable correct for the current music and sound setup?**
   Check the documentation that came with your sound card for proper installation procedures.

3. **Is your sound card figured with unusual IRQ or base address settings?**
   The device driver for each board is preprogrammed with the most common settings. If you do not have a BLASTER variable, and you are using settings that would normally be used by your mouse or modem (IRQ 3 or 4), it is possible the audio library is having a hard time finding your sound card.

Your sound card must also be configured with IRQ settings that do not conflict with other IRQ settings for other peripherals (network cards, other sound cards, etc.).

IRQ conflicts can produce symptoms that include missing music, sound effects, and/or voice as well as game crashes, long pauses, and intermittent or stuttering sound or voice playback. You will need to change your sound card IRQ settings to ensure that they do not conflict with the settings for other devices or peripherals. Check your sound card documentation to see how to detect and correct IRQ conflicts with other devices.

You should hear music, sound effects, and voice during the animated introduction sequence. If you aren't hearing music, voice, and/or digital sound effects, then you may have an IRQ problem.

Strange repetitive chirping sounds

A few of the third party 8-bit Sound Blaster compatible sound cards we tested with this game began to play an annoying repetitive chirping sound during voice playback and sound effects after two or more hours of game play. If you experience this chirping effect, you need to SAVE your game, exit to DOS, start up the game again, and RESTORE.

MEMORY

You are low on memory if you see one of the following messages:

>ERROR: You need at least another xxxx bytes of extended or expanded memory.

>ERROR: You need at least another xxxx bytes of conventional memory.

>Your system is xxxx bytes low on available extended or expanded memory. You should be able to complete the game, but you may miss some of the animations or sound. Press any key to continue, or <ESC> to abort.

>Your system is xxxx bytes low on available conventional memory. You should be able to complete the game, but you may miss some of the animations or sound. Press any key to continue, or <ESC> to abort.

Here are some common problems and solutions:

1. **Are you loading unnecessary drivers?**
   Try creating a boot disk, or a custom configuration (in DOS 6.0 or higher) to eliminate all but your CD-ROM, mouse, and sound drivers. Do not include SMARTDRV or any other disk caching software in your new configuration.

2. **Are you loading SMARTDRV or some other disk caching software?**
   You are better off not loading the disk cache software. Use any editor

(such as the DOS EDIT) to add REM before each line in your AUTOEXEC.BAT that loads SMARTDRV.EXE or other disk cache software.

3. **Are you using RAMDRIVE.SYS in your CONFIG.SYS file?**
   It is probably using a lot of memory and it will not help the game at all.

4. **Are there any extraneous memory resident programs?**
   If there are, add a REM to disable them.

5. **Are you sure you are not running under Windows?**
   Check this once again. To leave Windows, you must either click on EXIT or on the Close box at the upper left of the Program Manager Window.

For a quick diagnosis of memory problems, try running the PMEM test program from the \TEST directory on your CD. Adjust your system configuration to make the available REAL and PROT memory sizes as large as possible, then rerun the game.

If you just can't figure out how to make more memory available, try making a boot disk as described at the end of this section.

OTHER PROBLEMS

The game crashes, terminates, or behaves strangely right after I try and run it

Crashes, hangs, and strange problems like inconsistent font sizes, missing pictures, black areas on the screen, and other odd behavior at the start of the game can be caused by a variety of problems:

1. **Not enough FILES or BUFFERS set.**
   Check your CONFIG.SYS file and look at the lines for FILES and BUFFERS. They should each be set at 20 or more. For example:

   FILES = 20
   BUFFERS = 20

2. **The CD-ROM disc is not in the CD-ROM drive or the computer is not recognizing the CD-ROM drive.**
    Make sure that your system is configured so that the CD-ROM drive is accessible.

3. **Incomplete INSTALL.**
    If the INSTALL program aborted because it ran out of room on your hard disk or because it encountered another error, you may have a partially installed game. Try re-installing the game from the CD.

4. **Trying to run from Windows.**
    You must exit from Windows before you run this game. Please note that clicking on the MS-DOS icon in Windows does not exit Windows; it merely opens a DOS session within Windows. You must leave Windows by clicking on EXIT or on the close box at the upper left of your Program Manager window.

The mouse cursor isn't anywhere to be seen

If the mouse does not seem to be working, make sure that you install the mouse driver before you start up the game. You can usually accomplish this by typing **MOUSE** and then <ENTER> from the **DOS** prompt while in the **MOUSE** or **MS-DOS** directory. If you get a "bad command or file name" error, then the mouse driver lives in a different directory. Consult the documentation that came with your mouse or your computer for more information.

I have enough room on my hard disk for installation and yet the installation program ran out of space

If you are using Double-Space, Stacker, or another disk compression utility, please keep in mind that the disk space requirements listed for this game will need to be doubled; you will need twice as much disk space as specified in the Installation section of this manual.

I'm having trouble saving my game

Check your hard drive and make sure you have at least 500K of disk space available for SAVE files (each one takes up about 20K). Also make

sure that you are playing from the game directory on your hard disk rather than the CD.

The game is playing really slowly

If you selected the **MINIMUM** install option and the game runs slowly, then your CD-ROM drive may be an older single speed model. We recommend that you re-install the game from the CD and choose the second installation option.

Also make sure you are starting the game from the game directory on your hard disk. If you are playing from your CD, it is loading all the files directly from the CD, and eliminating any benefit of installing to your hard disk.

Creating a MS-DOS Boot Disk

If you are suffering from problems that you cannot explain, the procedures outlined here will allow you to boot your machine from a clean system boot disk, uncluttered by autoloading TSRs, device drivers, and complicated CONFIG.SYS files.

If you are using MS-DOS 6.0 or higher, and your CONFIG.SYS is set up for multi-config, you could add the updates to your CONFIG.SYS, and AUTOEXEC.BAT. However, if you are not familiar with how to build multi-config configurations, we recommend that you make a boot disk.

The following instructions describe how to view the CONFIG.SYS and AUTOEXEC.BAT files on your C drive.

We recommend that first, you make a back up copy of both your CONFIG.SYS and your AUTOEXEC.BAT. For specific instructions on how to do this, consult your MS-DOS manual.

At your C:> prompt:

1. Input **<TYPE CONFIG.SYS|MORE>** to view this file.

2. Write down the DEVICE= or DEVICEHIGH= line that references the CD-ROM driver. It may look like this: DEVICEHIGH=C:\CDROM\DD250.SYS /D:MSCD001 /C:00 /M:20 /I:5 /P:340

3. Input **<TYPE AUTOEXEC.BAT|MORE>** to view this file.

4. Write down the line that contains the MOUSE driver. It may look like this: LOADHIGH C:\DOS\MOUSE.COM. The mouse driver path may also be defined in other ways including:

   C:\DOS\MOUSE.COM

   C:\WINDOWS\MOUSE.COM

   C:\MOUSE\MOUSE.COM

   LMOUSE.COM

   MOUSE.EXE

   MOUSE.COM

5. Write down the line that contains the MSCDEX drivers. It may look like this: LOADHIGH C:\DOS\MSCDEX /D:MSCD001 /M:10 /E /L:D

Please note that </L:D> designates the CD-ROM drive letter that corresponds to your CD-ROM drive.

If you are unclear which lines pertain to your CD-ROM drive, consult your CD-ROM manual.

To create a boot disk, follow these instructions carefully:

1. Find a blank disk for your A: drive.

2. Insert the blank disk in the A: drive and close the drive door.

3. Type **DIR A: <ENTER>**.

4. If you see any files listed, you need to go back to step 1 because the disk is not blank and if you continue from here you will wipe out everything on the disk.

5. Type **FORMAT A: /S <ENTER>**.

6. Type **N <ENTER>** when DOS asks if you want to format another disk.

7. Type **DIR A: <ENTER>**.

8. You should see **COMMAND COM** listed in the newly formatted disk's directory. (If you do not, type **COPY C:\COMMAND.COM A: <ENTER>**, otherwise skip this step.) __DO NOT EDIT THE CONFIG.SYS & AUTOEXEC.BAT ON YOUR HARD DRIVE__.

9. Type **A: <ENTER>**.

10. Type **EDIT CONFIG.SYS <ENTER>**; the DOS prompt is now gone and replaced by the DOS EDIT screen.

11. Type the following exactly as you see it below. In the space provided, make sure you insert the CD-ROM line that you wrote down earlier.

    device=c:\dos\himem.sys
    device=c:\dos\emm386.exe ram
    dos=high,umb
    files=20
    buffers=20
    device=<your CD-ROM line here>

(This is a simple MS-DOS configuration. For more information on what each line means and how they can be further adjusted, consult your MS-DOS manual.)

12. Hold down the **<ALT>** key and hit the letter **F** once, **<ENTER>**.

13. Type **X <ENTER>**.

14. Type **A: <ENTER>**.

15. Type **EDIT AUTOEXEC.BAT <ENTER>**;
    DOS prompt is now gone and replaced by the DOS EDIT screen.

16. Type the following exactly as you see it. In the appropriate spaces, make sure you insert the mouse line and the CD-ROM line that you wrote down earlier.

    > **@echo off**
    > **prompt pg**
    > **path=c:\dos**
    > **c:\   <your mouse line goes here>**
    > **c:\   <your CD-ROM line goes here>**
    > **(i.e. c:\<directory>\MSCDEX.EXE /<switches>..)**

(This is a simple MS-DOS configuration. For more information on what each line means and how they can be further adjusted, consult your MS-DOS manual.)

17. Hold down the **<ALT>** key and hit the letter **F** once, **<ENTER>**.

18. Type **X <ENTER>**.

19. Reboot your machine with the disk still in the drive.

When the boot process is complete:

1. If you chose the optimum installation option type **C: <ENTER>** OR if you chose the minimum installation option type the letter of your CD-ROM drive.

2. Type **CD DGATE <ENTER>**.

3. Type the appropriate command as listed in *Installation*.

Credits

Death Gate is based on the series of *Death Gate* novels by Margaret Weis and Tracy Hickman.

Game Design and Programming .... Glen Dahlgren

Additional Game Programming .... Chip Kerchner

System Design .... Duane Beck, Michael Lindner, Mark Poesch, Mike Verdu

System Programming .... Duane Beck, Chip Kerchner, Mark Poesch

Graphics System .... Mark Poesch

Dialog System .... Duane Beck

Audio Interface Library 3.0 .... Miles Design Inc.

Art, Music, and Audio Direction .... Glen Dahlgren

Room Art .... David Cherry, Fred Devita, Kinetic Arts (Cindy Kovalck, Peter Calabria, Robert Wisnewski, John Carbone, Tanya Isaacson)

Character Illustrations .... Fred Devita

Alternate Interfaces .... Doug Chezem, Paul Mock

2-D Animation .... Anne-Marie Cox, Peter Calabria, Paul Mock, Matt Scibilia, Charley Shenton

3-D Animation .... Anigrafix

Music Composition .... Eric Heberling

Additional Music .... Glen Dahlgren

Music Transcriptions .... Eric Heberling

Audio Production .... Kathleen Bober

Voice Recording .... Reuben Schmeuben Studio

Sound Effects .... Duane Beck, Glen Dahlgren, Chip Kerchner

Tester Direction .... Rosie Freeman

Lead Tester	Alyssa Verdu

Testing .... Ron Gibson, Jeremy Lam, Joven Malazo

AdditionalTesting .... Jason Bestimt, Duane Beck, Chip & Sandy Kerchner, Michael Lindner, Mark Poesch, Ed Storozuk, Mike Verdu

Package Design and Production	Peggy Oriani
Production Assistance	Rosie Freeman
Game Manual	Mike Verdu
Cover Painting	Keith Parkinson
Producer	Glen Dahlgren

Voice Actors

Haplo	David DeBoy	Misc. Child	Angela Calo
Lord Xar	Henry Strozier	Elven Prince	Jason Kravits
Jarre	Ilona Dulaski	Human Princess	Ariana Brown
Limbeck	Paul Skotarski	Zifnab	Bob Supan
Grawple Rockdigger	Jeff Baker	Dwarf Girl	Mia Reeves
Sleeping Dwarf	Gary Telles	Jethro	John Silvers
Duke Andrews	John Hansen	Dead Butler	Gary Telles
King Stephen's Guard	Bob Supan	Dead Nanny	Ilona Dulaski
King Stephen	Marty Lodge	Kleitus' Guard	John Hansen
Elven Wizard	David Marsh	Kleitus XIV	John Silvers
Angry Elves	Gary Telles	Edmund	Christopher Walker
Street Rat	Andy Bowser	Balthazar	Richard Bauer
Barkeep	John Dow	Gambler	David Marsh
Hugh the Hand	Gary Telles	Dead Dwarf	Michael Willis
Tough	Jeff Baker	Sang-Drax	Glen Dahlgren
Merchant	Michael Willis	Samah	John Dow
Cook	Ilona Dulaski	New Councilman	Bob Supan
Elf Girl	Angela Calo	Angry Councilman	Jeff Baker
Serving Girl	Mia Reeves	Headman	Marty Lodge
Misc. Child	Andy Bowser	Tracker	Michael Willis

About The Author

Glen Dahlgren isn't a real Patryn warlord, but he plays one in the game. In his spare time, when he's not crushing mensch slaves underfoot or researching lost mystic arts, he's either flogging himself or writing adventure games (much the same thing). He co-authored the Legend games *Gateway* and *Gateway II: HOMEWORLD* before realizing that writing science fiction usually requires some inclination toward SCIENCE. In *Death Gate,* Glen has found a genre where he feels much more at home because he can explain everything away with magic.

Legal Stuff

We appreciate your purchasing a license to use our product, and we want you to feel good about that purchase. Unfortunately, our lawyers have forced us to put some rather obnoxious verbiage here. Fortunately, all of our competition puts the same stuff in their manuals. Some of the things written below may appear to be outrageous and unconscionable. But then, so are our lawyers. (Q. Why should lawyers wear lots of sunscreen when vacationing at a beach resort? A: Because they're used to doing all of their lying indoors.)

1. **Limited Warranty. This manual and the related software product are sold "AS IS," without warranty as to their performance.** Wait a minute! You mean that if the program does not have a happy ending, I do not get my money back? …Yes. We have probably already spent your money to keep our programmers in pizza anyway. Here comes some more legalese to try to nail down that concept.

The entire risk as to the quality and performance of the computer software program is assumed by the user. However, Legend Entertainment Company warrants for a period of 90 days to the original purchaser that the medium on which the software is recorded is free from defects in material and workmanship. If during that period ending 90 days from purchase a defect should become apparent, return the disk to Legend or your dealer and Legend will replace the disk without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the disk as provided above. This warranty gives you specific legal rights and you may also have other rights which vary from state to state. (NOTE: After the warranty period, a defective disk may be returned to us with a check or money order for $7.50 U.S. and we will replace it.)

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2. **Copyright. This manual and the related software product are copyright ©, 1994, by Legend Entertainment Company. All rights are reserved.** This document may not, in whole or part, be copied, reproduced, plagiarized, or otherwise ripped off without our express consent (which we are not going to give). The money you spent on this product purchased a license to use it (check your other software; almost no software is sold these days). The scope of the license is to make such copies as are reasonably necessary for your personal use. You do not have the right to give copies to your friends (or enemies). Unreasonable copying and/or distributing of this product is a violation of law. The U.S. Copyright Act provides for statutory damages of up to $50,000 for willful infringement of a copyright. Giving copies of our software to your friends is an infringement. GOTCHA! Now that you know that unauthorized copying is an infringement, if you do so it will be willful, and you can be nailed for some big bucks if we catch you.

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"AdLib Music Synthesizer Card" is a trademark of AdLib Inc.

"Sound Blaster" is a trademark of Creative Labs, Inc.

"MT-32," "MT-100," "CM-32L," and "LAPC-1" are trademarks of Roland Corporation.

"CompuServe" is a trademark of CompuServe Incorporated.

"IBM" is a trademark of IBM Corporation.

"Microsoft" is a trademark of Microsoft Corporation.

4. **License Agreements.**

DOS4GW Professional used under license agreement with Rational Systems, Inc. DOS/4GW Professional Protected Mode Run-Time Version 1.96 copyright © Rational Systems, Inc. 1990-1994.

WATCOM C/C++ used under license agreement with WATCOM, Inc.

AIL 3.0 portions of the game code used under license agreement with Miles Design, Inc.

SHANNARA

Technical Support

CompuServe Technical Support:
GAMCPUB (Game Publishers C Forum, Legend Section 7)
Post messages to: Legend Entertainment 72662,1021

AOL email: LegendEntr

Internet: 72662.1021@compuserv.com

From the U.S. call toll free:
9:00 a.m. - 5:00 p.m. weekdays EST/EDT   703-222-8515
(NO HINTS WILL BE GIVEN ON THIS NUMBER)

Hint Information

CompuServe Hints:
GAMERS (Gamers Forum, Adventure Section 2)
Post messages to: Legend Entertainment 72662,1021

24 Hour Hint Lines

Children under 18 must obtain parents' permission before calling. Touch Tone
phone is required

From the entire United States
1-900-933-2583 ($1.00 per minute)   1-900-933-CLUE

From Canada
($.95 Canadian per minute)   1-900-451-3615

New Product Information/Orders

703-222-8515 or 1-800-658-8891

Executive Offices

(Please do not call this number for technical assistance or hint information)

Legend Entertainment Company
P.O. Box 10810
14200 Park Meadow Drive
Chantilly, Virginia 22021
703-222-8500

TABLE OF CONTENTS

INSTALLATION

This game requires an IBM compatible microcomputer with a 486/33 processor or better, 4MB of memory, Windows 95 or MS-DOS 5.0 or above, and a Super VGA graphics adapter.

Windows 95 AutoPlay

If you are playing Shannara on your computer for the first time:

1. Insert the CD-ROM, label-side up.

2. Windows 95 will change the icon of your CD-ROM drive to the Shannara icon.

3. Several files will be copied to the \SHANNARA directory on your hard disk to optimize performance.

4. You will be asked about your music and sound hardware. The Miles Design Sound Configuration Utility will recommend music and sound settings based on its analysis of your hardware.

5. Shannara will then perform an analysis of your video memory, CD-ROM, and microprocessor.

6. The game will begin.

To replay Shannara when the CD is still in the CD-ROM drive:

1. Double click on the My Computer icon.

2. Double click on the Shannara CD-ROM icon.

3. The game will begin.

DOS and Windows 3.1

If you are installing this game in DOS, follow these simple instructions:

1. Place the CD-ROM, label side up, in your CD-ROM drive.

2. Go into DOS (bring up the > prompt on the screen). Exit Windows by using the mouse to select FILE, and then EXIT. Do not use the MS-DOS icon as this will bring up a DOS shell within Windows. You must exit Windows completely before installing or playing this game, or sound, memory, or graphics problems may result.

3. Switch your DOS prompt to the drive letter corresponding to the CD-ROM. Do this by typing the CD-ROM drive letter followed by a colon and then press <Enter>. For example, if your CD-ROM drive is drive D, type **D:** <Enter>.

4. To view the README.TXT text file, type **MORE < README.TXT** <Enter>.

5. Type **INSTALL** <Enter> to run the installation program.

6. Follow the installation instructions on the screen.

Following the installation, you will return to the DOS game directory on your hard disk. Before playing the game, make sure that your mouse driver is loaded. To start the game, type **SHANNARA** <Enter>.

PLAYING THE GAME

Legend's graphic adventure system was designed to be intuitive and easy to use, but we have also included a complete on-line tutorial to introduce you to the basic concepts of game play. The best way to learn your way around it is to start the game, watch the tutorial, and then "noodle" with the game until you are comfortable.

❖ On-Line Tutorial

To access the tutorial, start the game, then press <Esc> to bypass the game's introduction. Click on the button at the top right of your screen that looks like a disk (System button). Pull down the menu of options and select Help.

❖ System Overview

For experienced gamers who cannot wait to get started, here are the highlights of our system:

Screen Layout: The picture is a representation of what you, as the game's main character, are seeing. At the top right of your screen are two buttons. The Undo button will delete your previous input. The button to the right that looks like a disk is the System button. Click on this to bring up a menu of useful functions including Help, History, Save, Restore, New Game,

Music/Voice options, Status and Quit. At the bottom of your screen, icons for you and your traveling companions will appear on the left. Your inventory items will be in the center trays with the currently selected item displayed in the lower right corner of the screen. The compass rose which controls player movement is above the current inventory.

<u>Movement:</u> To move, either click on the highlighted directions of the compass rose or use the arrow keys.

<u>Commands:</u> As you move your cursor over the screen, the name of the object you are pointing to will appear. To create a command, move the mouse cursor to the chosen object and single click on it. A list of verbs will appear to the right. Select a verb and click on it for the command to be implemented. To interact with the characters in your party, click on their icon.

USING THE TRAVEL MAP

The travel map will automatically pop up when you are traveling to a distant location. When you are navigating on the map, you can direct your party to move either by clicking on the compass rose or by clicking on the trail in the direction you wish to travel. If you are following a narrow path or are behind a character who is leading the way, the game will automatically guide you along. When you reach the edge of the map area or reach impassable terrain, your party will stop. In this interface, you can still communicate with other members of your party by clicking on their image at the bottom of the screen.

While traveling you may encounter monsters. At first, they will be displayed as blue symbols indicating that although you see them, they have not yet seen you. When the symbol turns red, it means that the monsters have spotted you and will chase you. You can move faster than they can, but you need to be careful to avoid other monsters in the process. If the monsters attack, the combat interface will automatically pop up.

COMBAT

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While there is combat in the game, fighting should be avoided if at all possible. Most combats can be avoided by moving away from the monsters when they are first spotted, or by retreating after combat has begun. Some battles, however, must be fought.

Combat is dangerous. Your character will frequently be injured and in serious cases may even lose consciousness. The only reward for winning a fight is that your character lives to continue the mission.

Combat is turn-based which means that each member of your party and each monster take turns attacking. One character always attacks one monster. For each round, the attacker is shown highlighted in a white box, and the target of the attack is highlighted in red. Each character and monster will take a round of actions, then all will regroup, the unconscious will drop from combat and a new round of combat will begin.

❖ Health Status

The colored bar above each character and below each monster indicates health status. Initially, the bar will be green, but will decrease in length and change in color to yellow, orange and then red as the character becomes more seriously injured. When the bar is gone, the character or monster will fall unconscious and will no longer fight. If Jak becomes unconscious, the remainder of the

party will fight as they have been instructed. At the end of the round, if the entire party is defeated, the game is over.

❖ Actions in Combat

Winning requires strategy, not fast reflexes. You need to out-think and out-maneuver your opponents.

You cannot Save or Restore during combat, so plan your battle carefully! When Jak is highlighted, you (as Jak) can use the buttons on the combat screen to take action.

Attack: Clicking on the Attack button will start a round of combat. When you want Jak to strike at a specific monster, first click on the monster's icon at the top of the screen, and then click on Attack.

Defend: Clicking on Defend will also start a round of combat, and will allow you (as Jak) to defend yourself. You will not be able to attack the monster, but the defense mode will keep you alive so that you are able to continue on in battle.

Retreat: Clicking on the Retreat button will take your party out of combat. Be careful - not all battles will allow you to get away unscathed.

Orders: The Orders button gives you specific control over how the other members of your party fight. Without direct orders, the characters will randomly attack the monsters. The Orders button will allow you to direct specific characters or to give blanket orders to the entire party. If you

wish to use this feature, the Orders button should be clicked before clicking on Retreat, Defend or Attack.

You can only give orders when Jak is highlighted in white. First click on the Orders button or press the O key. Then select who will follow your orders. You can select Everyone or a specific partymember by name. Finally, choose your order from the selections given which include various attack and defense modes. Attack the Closest, Attack the Leader, Attack the Strongest and Attack the Weakest target specific monsters. Follow My Lead means that the selected character will obey the orders given to Jak. Defend Yourself puts the selected character into defense mode where he or she will work to avoid the monsters' attacks. This move could preserve failing health and prevent the character from falling unconscious during a crucial battle. When a character is defending himself, he cannot also attack the monster. Finally, Carry On will return you to the main combat interface where you can click on the Order button to give orders to a different party member. Characters will continue to follow orders until you change them or they are unable to carry out your command. Give orders to Jak last, since once his actions are determined, combat will continue.

◈ On-Line Combat Help

The combat interface has its own Help button which you can access prior to beginning a round of combat.

◈ Combat Strategy Tips

Here are some important combat tips to keep in mind in the heat of battle:

- It is very important to keep Jak from taking too much damage in combat. If he falls unconscious, he will not be able to give orders to the others in the party. When his status bar turns yellow, it may be wise to retreat or have Jak defend himself.

- If one monster is significantly more powerful than the rest and your party is outnumbered, try getting rid of the other monsters before concentrating on the most powerful. However, when you have many characters in your party, sometimes concentrating on the leader will end the battle sooner.

- Conserve your available magic for critical moments of combat.

- Avoid unnecessary combat by retreating whenever possible.

- If Davio has the Elfstones, you can order him to use the magic of the Elfstones to attack. You must remember, however, that magic places a terrible strain upon the user, and he cannot use the Elfstones very often.

- If Telsek has been awarded the Black Irix, he can use it in combat. This will increase his attack strength, but it will take him a round to gain this extra power.

USING THE JOURNAL

The "Journal of Jak Ohmsford" is a convenient reference guide that will record all events during the game. The game will automatically update the journal as you take major actions or learn important information but you can also write your own notes to track crucial clues.

To read the Journal, click on the journal icon in the inventory tray. The book will open to the Table of Contents which will list all the regions that have been visited up to that point. Click on the selected region and the book will open to that section.

To flip through the book, move your cursor to the edge of the pages. When the cursor turns into an arrow, you can flip the pages forward or backward, depending on the direction of the arrow.

To add your own notes about the game, click on the pen in your inventory and a text window will open. Type your message, then press <Enter> and your notes will be added to the journal. Hit <Esc> to leave the text box. Your entries in the Journal will never be erased. For example, if you reach the halfway point of the game, and then restore to an earlier point in the game, the Journal entries you added will still be in place; although the entries automatically added by the game will be erased.

To leave the Journal interface, either type **Q**, press <Esc> or simply move the cursor off the book near any corner of the screen. The cursor will change to an Exit sign; click on this to exit the Journal interface and return to the game screen.

WHERE TO GET HINTS & TIPS

If you need a hint, try dialing into one of the many on-line services like CompuServe, Prodigy, or America On-line, where you can talk to fellow gamers. If you are a member of CompuServe and have a technical question, type the command GO GAMCPUB at the ! prompt to get to Legend's support area (Section 7). For hints, type GO GAMERS, and post your questions in Adventure (Section 2). If you are using WinCIM, you can add these forums to your Favorite Places window, or use the GO (stoplight icon) to jump to either GAM-CPUB or GAMERS. If you are not a member of CompuServe, join today by calling 1-800-524-3388. Speak to Representative 512 and receive a FREE introductory membership which includes a $15 usage credit.

If you have a touch tone phone, you can also call our 24-hour automated hint lines for hints. Callers within the continental US may call 1-900-933-CLUE (1-900-933-2583) for a cost of $1.00 per minute. Canadian callers may dial 1-900-451-3615 at a cost of $.95 Canadian per minute. Children under 18 must obtain their parent's permission. If you prefer written hints, The Shannara Strategy Guide is available at your neighborhood software retailer or can be ordered direct from Legend Entertainment at a cost of $19.95 plus shipping and handling. To order call 1-800-658-8891 or 703-222-8515 between 9:00 AM and 5:00 PM Eastern Time on weekdays.

HELP!
DOS Troubleshooting and Technical Assistance

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As gamers, we're always careful to eliminate every bug we can find before our games go out the door. But, until Windows 95 solves all the world's problems (configuration problems of course), there are a lot of DOS configurations, and we like to plan for every contingency.

Some common problems and their solutions are described in this section. If your problem is not addressed, check the README.TXT file on the CD-ROM for any last minute changes. If nothing in there helps, DOS users should make a boot disk by following the instructions in the next section. If this still does not solve your problem, please call our Technical Support Department at one of the numbers listed in the front of this manual for specific help.

When calling Technical Support please have information available about your system configuration, DOS version, type of graphics adapter card, sound card, and your music and sound IRQ settings. WE CAN OFTEN HELP YOU BETTER IF YOU ARE AT YOUR COMPUTER WHEN YOU CALL SO THAT WE CAN WALK YOU THROUGH THE PROBLEM.

✦ Super VGA Graphics

This game supports the VESA standard for Super VGA graphics. Many Super VGA graphics cards are VESA compatible at the hardware level, requiring no special action on your part to get the game running correctly.

1. Does the game give you a warning because your graphics card is not VESA compatible and not directly supported?

If you have run into this problem before and have a VESA driver from your graphics card manufacturer (or other source), then install the VESA driver and try running the game. Most VESA drivers can be installed from a program (supplied by your manufacturer) that you run at the DOS command line. Some require parameters. You should consult the documentation that came with your graphics card for installation instructions and VESA compatibility.

If you cannot find a VESA driver for your graphics card, call your manufacturer or dial up their BBS or CompuServe support forum. You will most likely be able to download a driver or have them send you one by mail.

If you do not have a VESA driver for your graphics card or your VESA driver does not work with the game, then try the UNIVBE universal VESA driver included in the UNIVBE51 directory on the Shannara CD. Change directories into the UNIVBE51 directory and then type INSTALL <Enter>. Please note that although Legend has included UNIVBE for your convenience, this is a shareware product produced by another company. If it works for this game and solves a compatibility problem for you, then you may want to continue using it for this and other games. To register your copy of UNIVBE, follow the instructions on the screen

during the installation process.

◆ Sound Cards, Music, Voice, and Sound Effects

The majority of sound and music problems reported to our Technical Support personnel involve incorrect IRQ settings and IRQ conflicts. Shannara's new audio library uses a combination of techniques to determine the correct base address, IRQ, and DMA settings for your sound card. If you experience music or sound problems, check the following:

1. Is there a BLASTER variable in your environment table?

Type **SET** <Enter> to list your computer's environment table to determine whether there is a BLASTER variable. If there is, then proceed to the next question. If you do not have a blaster variable, check your sound card's documentation for compatibility information.

2. Are the values in the BLASTER variable correct for the current music and sound setup?

Check the documentation that came with your sound card for proper installation procedures. The standard format is BLASTER = A220 I5 D1 H5 where the numbers following each of the letters are:

    A: base address
    I: IRQ
    D: 8 bit DMA
    H: 16 bit DMA

3. Is your sound card figured with unusual IRQ or base address settings?

The device driver for each board is preprogrammed with the most common settings. If you do not have a BLASTER variable, and you are using settings that would normally be used by your mouse or modem (IRQ 3 or 4), it is possible the audio library is having a hard time finding your sound card.

Your sound card must also be configured with IRQ settings that do not conflict with other IRQ settings for other peripherals (network cards, other sound cards, etc.). Refer to your sound card documentation for proper installation procedures.

IRQ conflicts can produce symptoms that include missing music, sound effects, and/or voice as well as game crashes, long pauses, and intermittent or stuttering sound or voice playback. You will need to change your sound card IRQ settings to ensure that they do not conflict with the settings for other devices or peripherals. Check your sound card documentation to see how to detect and correct IRQ conflicts with other devices.

You should hear music, sound effects, and voice during the animated introduction sequence. If you aren't hearing music, voice, and/or digital sound effects, then you may have an IRQ problem.

Try rerunning SETSOUND, found in the C:\SHANNARA directory, to select a different music and sound configuration. Some "Sound Blaster compatible" cards have custom AIL 3.0 drivers and others use their own drivers to emulate a Sound Blaster. Scan the music card and sound options in SETSOUND for other configurations.

✦ Memory

You are low on memory if you see one of the following messages:

- ERROR: You need at least another xxxx bytes of extended or expanded memory.

- ERROR: You need at least another xxxx bytes of conventional memory.

- Your system is xxxx bytes low on available extended or expanded memory. You should be able to complete the game, but you may miss some of the animations or sound. Press any key to continue, or <Esc> to abort.

- Your system is xxxx bytes low on available conventional memory. You should be able to complete the game, but you may miss some of the animations or sound. Press any key to continue, or <Esc> to abort.

Here are some common causes of low memory warnings:

1. Are you loading unnecessary drivers?

Try creating a boot disk, or a custom configuration (in DOS 6.0 or higher) to eliminate all but your CD-ROM, mouse, and sound drivers. Do not include SMARTDRV or any other disk caching software in your new configuration. You must reboot - by simultaneously pressing <Ctrl> <Alt> <Delete> - for your new configuration to take effect.

2. Are you loading SMARTDRV or some other disk caching software?

Disk caching may make the game play much faster, but if you only have 4MB, you are better off not loading the cache software. Instead, use any editor (such as the DOS EDIT) to add REM before each line in your AUTOEXEC.BAT that loads SMARTDRV.EXE or other disk cache software. You must reboot - by simultaneously pressing <Ctrl> <Alt> <Delete> - for your new configuration to take effect.

3. Are you using RAMDRIVE.SYS in your CONFIG.SYS file?

It is probably using a lot of memory and it will not help the game at all. Add REM before this line in the CONFIG.SYS file. You must reboot - by simultaneously pressing <Ctrl> <Alt> <Delete> - for your new configuration to take effect.

4. Are there any extraneous memory resident programs?

These programs (e.g., fax receive) can be disabled by adding a REM to the line in the AUTOEXEC.BAT file. You must reboot - by simultaneously pressing <Ctrl> <Alt> <Delete> - for your new configuration to take effect.

5. Are you sure you are not running under Windows?

Type **EXIT** <Enter> at the DOS prompt - if the Windows interface appears, you were in the Windows DOS shell. To leave Windows, you must either click on EXIT or on the Close box at the upper left of the Program Manager Window.

For a quick diagnosis of memory problems, try running the PMEM test program from the \TEST directory on your CD. Adjust your system configuration to make the available REAL and PROT memory sizes as large as possible, then rerun the game.

✦ Difficulty Saving The Game

1. Is there space available on the hard drive?

Check your hard drive and make sure you have at least 500K of disk space available for Save files (each one takes up about 20K).

2. Are you playing from the game directory on your hard disk or from the CD?

Files can't be written to the CD-ROM drive. Make sure that you are playing from the game directory on the hard drive.

✦ Slow Gameplay

1. What type of computer and CD-ROM drive do you have?

This game is designed for double-speed and faster CD-ROM drives, and a 486/33 processor or better. If you are using a slower computer or CD-ROM then gameplay will slow considerably.

2. Is your video memory speed fast enough?

Video memory speed can be an important factor, and unfortunately, there are no generally accepted standards for measuring video performance.

3. Are you playing from the game directory on your hard disk or from the CD?

Make sure you are starting the game from the game directory on your hard disk. If you are playing from your CD, it is loading all the files directly from the CD, and eliminating the benefit of the files copied to your hard disk.

✦ Mouse Problems

1. Does the game display the message "ERROR: No mouse driver found."?

If the mouse does not seem to be working, make sure that you install the mouse driver before you start up the game. You can usually accomplish this by typing **MOUSE** <Enter> from the DOS prompt while in the MOUSE or MS-DOS directory. If you get a "bad command or file name" error, then the mouse driver lives in a different directory. Consult the documentation that came with your mouse or your computer for more information.

2. Do you see mouse ghosts in the game, or does the mouse corrupt the display?

There are lots of buggy mouse drivers out there (even mouse drivers from prominent companies have been found to have problems). An updated mouse driver may solve your problem.

✦ Miscellaneous Problems: Crashes, Hangs, Etc.

Crashes, hangs, inconsistent font sizes, missing pictures, black areas on the screen, and other odd behavior at the start of the game can be caused by a variety of problems. Check the following:

1. Is your computer configured with sufficient number of FILES and BUFFERS?

Check your CONFIG.SYS file and look at the lines for FILES and BUFFERS. They

should each be set at 30 or more. For example:

    FILES = 30

    BUFFERS = 30

If you change the number of files or buffers, you must reboot for your new configuration to take effect. To reboot, simultaneously press <Ctrl> <Alt> <Delete>.

2. Is the CD-ROM placed in the CD-ROM drive?

Well, do it.

3. Does the computer fail to recognize the CD-ROM drive?

Make sure that your system is configured so that the CD-ROM drive is accessible.

4. Did the INSTALL program abort?

If the INSTALL program aborted because it ran out of room on your hard disk or because it encountered another error, you may have a partially installed game. Try re-installing the game from the CD.

5. Are you running within Windows 3.1?

You must exit from Windows 3.1 before you run this game. Please note that clicking on the MS-DOS icon in Windows does not exit Windows; it merely opens a DOS session within Windows. You must leave Windows by clicking on EXIT or on the close box at the upper left of your Program Manager window.

6. I have enough room on my hard disk for installation, so why did the installation program run out of space?

If you are using Double-Space, Stacker, or another disk compression utility, please keep in mind that the disk space requirements listed for this game will need to be doubled; you will need twice as much disk space as specified in the Installation section of this manual.

Creating a DOS Boot Disk for CD-ROM

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If you are suffering from problems that you cannot explain, the procedures outlined here will allow you to boot your machine from a clean system boot disk, uncluttered by autoloading TSRs, device drivers, and complicated CONFIG.SYS files.

If you are using MS-DOS 6.0 or higher, and your CONFIG.SYS is set up for multi-config, you could add the updates to your CONFIG.SYS, and AUTOEXEC.BAT. However, if you are not familiar with how to build multi-config configurations, we recommend that you make a boot disk.

The following instructions describe how to view the CONFIG.SYS and AUTOEXEC.BAT files on your C drive.

We recommend that first you make a back up copy of both your CONFIG.SYS and your AUTOEXEC.BAT. For specific instructions on how to do this, consult your MS-DOS manual.

At your C:> prompt:

1. Type **MORE < CONFIG.SYS** <Enter > to view this file.

2. Write down the DEVICE= or DEVICEHIGH= line that references the CD-ROM driver. It may look like this: DEVICEHIGH=C:\CDROM\DD250.SYS /D:MSCD001 /C:00 /M:20 /I:5 /P:340

3. Type **MORE < AUTOEXEC.BAT** <Enter> to view this file.

4. Write down the line that contains the MOUSE driver. It may look like this: LOADHIGH C:\DOS\MOUSE.COM. The mouse driver path may also be defined in other ways including:

   C:\DOS\MOUSE.COM
   C:\WINDOWS\MOUSE.COM
   C:\MOUSE\MOUSE.COM
   LMOUSE.COM
   MOUSE.EXE
   MOUSE.COM

5. Write down the line that contains the MSCDEX drivers. It may look like this: LOADHIGH C:\DOS\MSCDEX /D:MSCD001 /M:10 /E /L:D. Please note that </L:D> designates the CD-ROM drive letter that corresponds to your CD-ROM drive. If you are unclear which lines pertain to your CD-ROM drive, consult your CD-ROM manual.

To create a boot disk, follow these instructions carefully:

1. Find a blank disk for your A: drive.

2. Insert the blank disk in the A: drive and close the drive door.

3. Type **DIR A:** <Enter>.

4. If you see any files listed, you need to go back to step 1 because the disk is not blank and if you continue from here you will wipe out everything on the disk.

5. Type **FORMAT A: /S** <Enter>.

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6. Type **N** <Enter> when DOS asks if you want to format another disk.

7. Type **DIR A:** <Enter>.

8. You should see COMMAND COM listed in the newly formatted disk's directory. (If you do not, type **COPY C:\COMMAND.COM A:** <Enter>, otherwise skip this step.)

<u>DO NOT EDIT THE CONFIG.SYS & AUTOEXEC.BAT ON YOUR HARD DRIVE</u>.

9. Type **A:** <Enter>.

10. Type **EDIT CONFIG.SYS** <Enter>; the DOS prompt is now gone and replaced by the DOS EDIT screen.

11. Type the following exactly as you see it below. In the space provided, make sure you insert the CD-ROM line that you wrote down earlier.

    device=c:\dos\himem.sys
    device=c:\dos\emm386.exe ram
    dos=high,umb
    files=30
    buffers=30
    device=<your CD-ROM line here>

(This is a simple MS-DOS configuration. For more information on what each line means and how they can be further adjusted. Consult your MS-DOS manual.)

12. Hold down the <ALT> key and type **F** <Enter>.

13. Type **X** <Enter>.

14. Type **A:** <Enter>.

15. Type **EDIT AUTOEXEC.BAT** <Enter>; DOS prompt is now gone and replaced by the DOS EDIT screen.

16. Type the following exactly as you see it. In the appropriate spaces, make sure you insert the mouse line and the CD-ROM line that you wrote down earlier.

    echo off
    prompt pg
    path=c:\dos
    c: <your mouse line goes here>
    c: <your CD-ROM line goes here>
    (i.e. c:\<directory>\MSCDEX.EXE/<switches>..)

(This is a simple MS-DOS configuration. For more information on what each line means and how they can be further adjusted. Consult your MS-DOS manual.)

17. Hold down the <ALT> key and hit the letter **F** once, <Enter>.

18. Type **X** <Enter>.

19. Reboot your machine with the disk still in the drive.

When the boot process is complete:

1. Type **C:** <Enter>.

2. Type **CD SHANNARA** <Enter>.

3. Type **SHANNARA** <Enter> to start the game.

LEGAL STUFF

We're really happy you bought this product, and hope you have an absolutely thrilling time enjoying our game. The following stuff is here because the lawyers made us say it. You are under no obligation to read this, of course. (Its major purpose is to protect us from other lawyers.) (How do you get a lawyer out of a tree? Cut the rope.)

1.   Limited Warranty. This manual and the related software product are sold "AS IS," without warranty as to their performance. Wait a minute! You mean that if the program does not have a happy ending, I do not get my money back? ...Yes. We have probably already spent your money to keep our programmers in pizza anyway. Here comes some more legalese to try to nail down that concept.

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