

IBM and Compatibles CD-ROM Version Data Card



SHATTERED LANDS

READ ME FIRST!

Hi! We know you're anxious to begin **DARK SUN: SHATTERED LANDS**, but before you do, please be sure that your system meets the following minimum system requirements:

- 386 PC (DX33 MHz Recommended)
- 2 MB of RAM (4 MB recommended)
- MS-DOS 5.0, MS-DOS 6.0-6.22, or Dr. DOS 6.0
- An **Uncompressed** hard drive with **17 MB free**
- VGA graphics and a color monitor
- A 100% Microsoft Compatible Mouse

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

**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 XMS

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

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

Note: hard drive size and total system memory available have no bearing on *free RAM*. Follow the directions below to determine if you have enough available memory to run the game.

***IMPORTANT NOTE:** If your sound card is a Gravis UltraSound or Aria, please read the section on sound cards in the **README.TXT** file included with the game.

To Check Your Free Base RAM

Type **MEM** from within the DOS directory. The free base RAM is listed as "LARGEST EXECUTABLE PROGRAM SIZE." Compare the listed amount to the amount of free memory required by the game. Also listed is "FREE EXTENDED MEMORY" (or free XMS). If your amount is lower than the game requires, follow the instructions for making a "boot disk" given under the "Memory" section of this data card, or free up additional memory (see the Memory Management section of your DOS manual) before continuing.

BOX CONTENTS

Your game box should contain one CD-ROM disk (CD), the **AL-QADIM®** and **RAVENLOFT®** data card, this data card, and the **THREE WORLDS OF AD&D®** rule book.

INSTALLING THE GAME

The game cannot be played from the CD, some files must be installed to your hard drive before you can begin play.

1. To install the game place the CD in your CD ROM drive. Be sure this drive is the active drive. For example, to make drive D the active drive, type **D:** and then press Enter.
2. Type **INSTALL** and press Enter. A screen listing basic system information is displayed. If the install program detects any unmet system requirements the problem areas will be highlighted in red. Clicking on any item (or typing the corresponding item number) displays additional information and/or help for that item.
3. Follow all on-screen prompts.

If you experience problems during installation, please refer to the "Troubleshooting" section of this data card. Additional information regarding memory, sound, video, and mouse setup can be found there.

STARTING THE GAME

1. Boot your system normally with MS-DOS 5.0, MS-DOS 6.0-6.22, 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.
4. Type **DARKSUN** and press Enter 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 the *SHATTERED LANDS* section of the rule book. The game runs significantly faster with character animations turned OFF.

For complete and specific "how to play" information, please refer to the *SHATTERED LANDS* section of the rule book. Any notes regarding changes to the game made after the rule book was printed, or any rules errata can be found after the "Troubleshooting" section.

COPY PROTECTION

To answer the verification question, find the indicated page, line, and word in the *SHATTERED LANDS* section of the rule book and enter it. Do not count headings or titles when you count words.

SAVING GAMES

You can only have 10 saved games in your game directory at one time. Each saved game can take up to 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 labeled 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 saved games.

TROUBLESHOOTING

This section provides you with several easy steps to solve some common problems.

MEMORY

This game requires between **595,000** and **610,000** bytes of free base memory and at least **1,000,000** bytes of free XMS 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 find 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.

HOW TO MAKE A BOOT DISK

You can free more memory without changing your normal system configuration by creating a boot disk. A boot disk is the best way to temporarily change your system's configuration without possible side effects.

You can make a pre-configured boot disk from the install program by following the directions below.

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

```
CONFIG.SYS  
DEVICE=C:\DOS\HIMEM.SYS  
DEVICE=C:\DOS\EMM386.NOEMS  
FILES=50  
BUFFERS=32  
DOS=HIGH,UMB
```

```
AUTOEXEC.BAT  
PATH=C:\;C:\DOS;C:\MOUSE  
PROMPT $P$G  
LOADHIGH MOUSE
```

HOW TO MAKE A BOOT DISK (continued)

1. Place a blank disk in your A: drive. (Note: it must be your A: drive to operate properly.)
2. Place your THREE WORLDS OF AD&D CD into your CD-ROM drive.
3. Change the active drive to the CD-ROM drive (usually D:) by typing **D:** and pressing Enter.
4. Type **INSTALL BOOT** and press Enter.
5. Follow the on-screen prompts until you see the message "Boot Disk Creation Successful."

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 DARK SUN game directory. Type **DARKSUN** and press Enter to start the game.

This procedure works for most systems. Certain conditions, however, 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 or DR-DOS, for example). If you experience problems using this procedure, try the manual boot disk procedure below. (Note: This procedure may not work with PS/1s or laptops.)

To Create a Boot Disk Manually

1. Place a floppy disk in drive A: (Note: it must be in drive A:).
2. From the C: prompt type **FORMAT A:/S** and press Enter.
3. Go to the A: drive by typing **A:** and press Enter.
4. Type **EDIT CONFIG.SYS** and press Enter. When the blue screen appears type in the lines just as they appear in the sample CONFIG.SYS above. Save this file (choose 'Save,' not 'Save As'), then exit.
5. Type **EDIT AUTOEXEC.BAT** and press Enter. When the blue screen appears type in the lines just as they appear in the sample AUTOEXEC.BAT above. Save this file (choose 'Save,' not 'Save As'), and exit.

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 press the reset button).
3. Be sure that the hard disk containing the game is the active drive.
4. Change the current directory to the game's directory. For example, to change to the default directory type **CD\DARKSUN** and press Enter.
5. Type **DARKSUN** and press Enter to start the game.

SOUND CARDS

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.*

If you are experiencing problems with your sound card, run the diagnostic software that came with your card. **Eighty percent of all sound card problems are due to mistaken configurations.** If you are running a sound card that is not listed above, 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, choose "NO" when asked to accept the default settings, 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 have special notes which are addressed in the README.TXT file included with the game.

MOUSE SETUP

If your mouse is not functioning, you should make sure the driver has been loaded for use with DOS-based programs. **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) 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 an old mouse driver for your mouse, or it may not be fully Microsoft or Logitech compatible. Check with the mouse manufacturer to see if there is an updated mouse driver available.

BEFORE YOU CALL 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 suggest some possible solutions.

Because of the millions of different hardware and software combinations possible with today's PCs, **you may still have to consult with 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 specialist 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 the following information:

- 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 MEM command (read the "To Check Your Free RAM" section for pertinent information)
- the current configuration of your game

Our technical support number is (408) 737-6850. Our hours are 11 AM to 5 PM, Pacific time, Monday through Friday, holidays excluded. **ABSOLUTELY NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.**

THE SSI HINT LINE

If you need **hints**, call our Hint Line at 1-900-737-HINT. Recorded hints are available 24 hours a day, 7 days a week. Each call costs 95 cents for the first minute and 75 cents for each additional minute. If you are under 18 years of age, you must have parental permission. If you don't hear the information you need, please write to us at HINTS, STRATEGIC SIMULATIONS, INC., 675 ALMANOR AVE, SUITE 201, SUNNYVALE, CA 94086-2901. Include a self-addressed, stamped envelope for a reply.

SSI BBS

We have a BBS containing patch files to update most of our products to the most current version, as well as product demos and new product announcements.

If you have a 9600, 14.4K, 21.6K, or 28.8K baud modem, call (408) 739-6137. If you have a 1200, 2400, 9600, 14.4K, 21.6K, or 28.8K baud modem, call (408) 739-6623. Your communications software needs to be set to N,8,1 and your modem must be 100% Hayes compatible. Demos are not available to users with modem speeds under 9600 due to size and download time.

ADDITIONAL INFORMATION

Be sure to read pages 5, 6, 13, 14, and 15 of the *SHATTERED LANDS* section of the rule book and the rest of this data card before beginning play. Also, remember to save your game often.

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

HOT KEYS: See page 92 of the *SHATTERED LANDS* section of the 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 and psionic points become available again.

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

MONSTERS: Some monsters are immune to certain weapon types or can only be hit by magical weapons.

ADDITIONAL INFORMATION (continued)

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.

You cannot "Use" an item (such as a wand) when it is in a chest. Items to be used must be either in a character's 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 will be affected by the spell.

If a spellcaster or psionist 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 key. This reduces static, but also slows the game down.

GAME PLAY HINTS

We recommend that your starting party include one of each of the following: One half-giant gladiator, and one dual-class human gladiator and preserver.

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 in combat to change your enemies 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.

HOT KEYS

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 <i>SHATTERED LANDS</i>
Esc	Exits a menu, or, quits <i>SHATTERED LANDS</i> 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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