Advanced Dungeons & Dragons®

COMPUTER PRODUCT

GATEWAY TO THE SAVAGE FRONTIER

System Requirements: To play this game you must have an IBM or compatible computer with at least 640K of system memory; two disk drives, one of which must be either a hard disk or a floppy drive capable of reading 5.25" 1.2M disks or 3.5" 720K disks; and a VGA, MCGA, EGA, Tandy 16 color, or CGA graphics adapter. Your hard disk must have at least 1.8 megabytes of available space to install the game. Before beginning play, backup your original Game Disks with the DOS DISKCOPY command. Put your original disks away and install from your copies. Refer to your DOS manual for information on how to use DOS commands.

RAM resident programs may reduce your available system memory below the minimum required for this game. Some memory management software may interfere with the sound effects. The mouse and joystick will not work with Tandy 16 color graphics.

Installing the Game: The game disks must be installed to a hard disk or to floppy disks before play. Refer to the chart below to find the number of blank formatted floppy disks you need to install the game. The number in parentheses indicates the number of disks needed if you want to use the pregenerated characters. During the installation, the disks that you received in the box are called Game Disks, and the disks that you make are called Play Disks. Label each Play Disk with the number(s) shown in the installation.

Installing From	To	Blank Formatted Play Disks Required 5.25" 1.2M	3.5" 720K	5.25" 360K
5.25" 1.2M	HARD	0	0	0
3.5" 720K	HARD	0	0	0
5.25" 360K	HARD	0	0	0
5.25" 1.2M	5.25" 1.2M	3(4)	0	0
5.25" 1.2M	3.5" 720K	1	3(4)	0
5.25" 1.2M	5.25" 360K	1	0	7(8)
3.5" 720K	5.25" 1.2M	3(4)	1	0
3.5" 720K	3.5" 720K	0	3(4)	0
3.5" 720K	5.25" 360K	0	1	7(8)

To install the game, place Game Disk 1 in a drive, access the drive, type INSTALL and press the ENTER key. Follow the on-screen prompts. Specify the type of disks you are installing from and the type of disks you are installing to. When specifying a directory, press the ENTER key to accept the default directory or backspace and type a new drive and directory and press the ENTER key. Save games must be installed to a subdirectory, even when saving to a floppy disk. When you are done installing the game to floppies, write protect Play Disks 3, 4, 5, 6, and 7. When saving from floppies, reinsert the play disk as soon as the the game is finished saving.

Starting the Game: Boot your computer with DOS version 2.11 or higher. If you are going to use a mouse, make sure that your mouse driver is loaded before starting the game.

When playing from a hard disk, access the GATEWAY directory, type START and press the ENTER key. When playing from floppy drives, place your Play Disk 1/2 in the drive, access the drive, type START, and press the ENTER key. When playing from floppies, you must keep Play Disk 1/2 in the drive at all times. When the game asks for a disk, insert the required disk in the other drive and press the ENTER key.

The first time you play, configure the game for your system's hardware. Select a sound type, graphics card, save path, and input type. In future play sessions, press the ENTER key at the first prompt to use your current configuration or press the SPACE bar to reconfigure for a new sound/graphics card or input device.

Most people will want to accept the default path to the SAVE directory. The default save path is set for the SAVE subdirectory on your active drive if you are using a hard drive or the SAVE subdirectory on the non-active drive if you are using floppies. The SAVE subdirectory is created automatically when you first save a game or character.

If you wish to save to another drive, type that drive letter followed by a colon, a back slash and the subdirectory name. Example: To save to the SAVE subdirectory on drive B, type B:\SAVE and press the ENTER key.

Copy Protection: To answer the copy protection question at the beginning of the game, type the indicated word in the Adventurer's Journal and press the ENTER key.

Giving Commands: You can play the game from the keyboard, with a mouse, or with a joystick. The keyboard is active even if you configure the system to play with the mouse or the joystick.

To select a command using the keyboard, either press the highlighted letter in that command or use the cursor keys to highlight the command and press the ENTER key. To give commands using the mouse, point to the desired command and double-click with the left mouse button. To give commands with the joystick, highlight the command and press the A Button.

Moving Around: The party will move through the game in 3D/Area/Overland and Combat modes. Targeting spells and ranged weapons during combat is similar to moving characters. To move, select the Move option and give the appropriate commands.

The following keyboard controls are used for movement and targeting:

To move in 3D/Area/Overland mode with a mouse, click the mouse cursor at the edge of the display window in the direction you want to move. To move forward, click at the top of the window. To turn around, click at the bottom. To turn right or left, click on the appropriate side.

To use the mouse for combat targeting and movement, click the mouse cursor over the target square and the cursor will advance towards the target. If the target is off the screen, first select an intermediate square near the edge of the screen. To move in combat, click on the adjacent square you want to enter.

Joystick movement is similar to using the cursor controls/keypad. Select the Move command and then move the joystick.

JOYSTICK MOVEMENT

3D

MOVE FORWARD

TURN LEFT   TURN RIGHT

MOVE BACKWARD

COMBAT
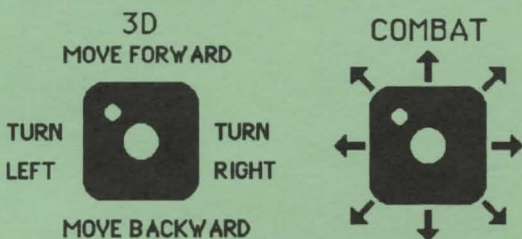
Using The Vault: To deposit items into the Vault, View a character's items, highlight the desired item and use the Deposit command. To deposit specific amounts of money, View the character, highlight the appropriate denomination and use the Deposit command. To deposit all of the party's money choose the Pool command.

IBM Combat Commands: The following is a list of IBM specific combat commands.

ESC: will 'take back' a move. The function will not erase any damage taken during the move.

ALT/Q: sets all characters to QUICK (computer control).

SPACE: returns all characters to normal control from QUICK.

ALT/M: Toggles the magic spells on/off for characters set to QUICK.

CNTRL/S: Toggles sound on/off (may be used any time).

HINT: If you find combat too easy or too difficult, use the ALTER and LEVEL command (Rule Book page 8).