

Macintosh Data Card

The Dark Queen of Krynn

Advanced Dungeons & Dragons[®]

COMPUTER PRODUCT

THE DARK QUEEN OF KRYNN

Game Inventory:

- Three 3.5" disks (Disk 3 is for color Mac users ONLY)
- Rule Book
- Adventurer's Journal
- Data Card

System Requirements: THE DARK QUEEN OF KRYNN runs on a Macintosh with 1 megabyte of system memory, hard drive, and System 6.0 or higher. Playing from a hard disk is required. Users with System 7.0 need to have 2 megabytes of system memory, due to System 7.0 memory requirements. Your hard drive must have at least 3 megabytes of available space to install the game. A minimum of **1024K** of RAM memory is required to run this program in black and white. To play in color you must have one high density floppy drive (1.44), 5 megabytes of hard drive space and be able to support 256 color mode. Should you not have enough memory, do the following:

- Close all unnecessary windows on the desktop
- Disconnect any external floppy drives
- Remove any memory resident INITs or CDEVs.

NOTE: If you are using a 12" color monitor, the game will not be full size due to inherent restrictions in this monitor.

Before Beginning Play: Make a backup copy of your original disks. Put your original disks away and install the game from your copies.

Hard Disk Installation: To install the game to your hard disk:

- Step 1:** — Boot up your system using System 6.0 or higher and insert Disk #1 into floppy drive.
- Step 2:** — Double-click on the Disk 1 icon and drag its contents to the hard drive.
- Step 3:** — Repeat step 2 for Disk 2.

Step 4: — Now double-click on the "Dark Queen of Krynn.dd.1" icon. The program installs automatically and creates a folder called "Dark Queen of Krynn". The program removes all compressed files automatically.

Step 5: — If you are playing on a color Macintosh, insert Disk 3 and drag its contents into the "Dark Queen of Krynn" folder. Now double-click on the "Disk4.dd.1" icon. The program now installs the color files automatically.

Starting the Game: To play THE DARK QUEEN OF KRYNN from your hard disk, boot up your computer, open the folder where the game is currently residing and then double-click on the "DARK QUEEN OF KRYNN" icon.

Getting Started Quickly: Use the pregenerated party of characters saved as Save Game A. These characters start at the very beginning of the game, but they have already been outfitted with readied weapons and armor.

Choose the LOAD SAVED GAME option from the Party Creation menu. Load Save Game A. Choose the BEGIN ADVENTURING option.

Saving Games: Saved games are identified by letters. To save or recall a game, you need only select the desired letter.

Moving Around: The party moves through the game in 3D, Area, Wilderness, and Combat modes. Targeting spells and ranged weapons during combat is similar to moving characters:

Keyboard Movement: The following keyboard controls are used for movement and targeting:

An entry in a vertical list may be highlighted by using the [Menu Up] (7) and [Menu Down] (1) keys on the keypad. If there are more entries in a vertical list than fit in the window, scroll arrows appear on the right side of the window to move up and down the list a page at a time. The [Menu

3D MOVE / ANY MENU			MOVE/COMBAT/AIM		
MENU UP	MOVE	MENU PG UP	7 ↖	8 ↑	9 ↗
TURN LEFT		TURN RIGHT	4 ←	5	6 →
MENU DOWN	TURN BACK	MENU PG DN	1 ↙	2 ↓	3 ↘

PgUp] (9) and [Menu PgDn] (3) keys on the keypad also page up and down a list. When altering a character's attribute scores, the Character Display acts as a vertical list.

Mouse Movement: The mouse is active throughout the game, and may be used for all input except to answer the Copy Protection question or to enter an amount of money. The mouse pointer changes shape depending on its function. When it is a sword, it is used to select a option or an entry in a vertical list. It becomes an arrow to indicate direction of movement/attack in combat, movement, or turning in 3-D mode. It is a crosshair when used to select a possible target location in aiming.

When clicking a mouse button has no effect, the mouse pointer becomes a shield. The keyboard may be used for all input except for creating characters or designing or modifying the combat picture of a player-character.

To move in 3D 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 move in Area/Wilderness mode, click the location you want to move to and the party goes in that direction.

To use the mouse for combat targeting and movement, click the mouse cursor over the target square and the cursor moves to the target. If the target is off the screen, first select an intermediate square near the edge of the screen. When moving in combat, the mouse pointer is an arrow which shows the direction of the adjacent space into which the active character moves/attacks when a mouse button is pressed.

When aiming manually, the mouse pointer becomes a crosshair which is used for selecting any space visible in the window as a target. Clicking a mouse button on the edge of the window scrolls the viewing area in the direction of the selected edge.

Macintosh Combat Commands:

<ESC>: acts as an Exit from any menu. When moving in combat, it "takes back" the move. The function does not erase any damage taken during the move.

⌘-Q: sets all characters to QUICK (computer control).

<SPACE>: returns all characters to normal control from QUICK.

⌘-M: toggles spells on/off for characters set to QUICK.

⌘-S: toggles sound on/off (may be used any time).

⌘-T: toggles music on/off (may be used any time).

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

Spell Memorization: To rememorize spells in Camp, select the REST option, then rest for the preallotted time.

If you wish to change the selection of spells to be memorized, choose the MEMORIZE option and do NOT keep the spells ready for rememorization. Follow the rule book instructions for memorizing spells.

Copy Protection: To answer the verification question, find the indicated word in the Adventurer's Journal. Type the indicated word and press Enter/Return. Do not count section headings.

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