System Requirements:
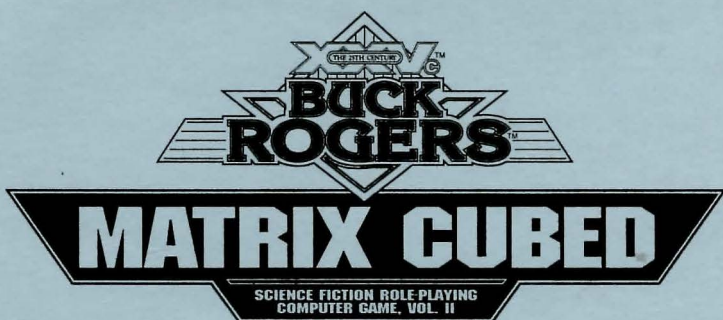
System Requirements: A hard drive with a minimum of 2 megabytes of available space is required. If you have a 5 1/4" disk drive, it needs to be a *high density* drive. A color graphics card (EGA, VGA or TGA) and monitor are also required.

A minimum of 560K free system memory is required to run this game. Terminate and stay resident programs (TSRs) may reduce your available system memory below the minimum required for this game. Turn them off if your game will not run. Or, a simpler solution to this potential problem is to use the DOS FORMAT command to create a bootable floppy disk. Insert a blank, unprotected floppy disk in drive A. At any DOS prompt, type **FORMAT A:/S** and press the Enter key. Follow the on-screen prompts until the initialization process is complete.

Installing the Game: You must install the game onto your hard drive before you can play.

1. If you have a 5 1/4" disk, place the game disk in any drive. If you have 3 1/2" disks, place disk 1 in any drive. Make sure this drive is the active drive.
2. Type **INSTALL** and then press Enter/Return.
3. Follow all on-screen prompts.

Starting the Game:
1. Boot your system with DOS 2.1 or greater.
2. Change the directory to the game directory.
Example: To change to the default directory type
CD\MATRIX and press Enter/Return.
3. Type **START** and press Enter/Return.

Notes for Tandy users: If you have a Tandy system be sure your NUMLOCK is turned on. Also, the mouse will not work with Tandy graphics.

Getting Started Quickly: If you don't want to create your own characters, select LOAD SAVED GAME from the opening menu. Select MATRIX as the location from which to load the saved game, then select saved game A. Save game A contains a pregenerated party of characters

Transferring a Party: If you want to transfer characters from the COUNTDOWN TO DOOMSDAY adventure, select COUNTDOWN after selecting the LOAD SAVED GAME option in the opening menu. If you used the default save directory in COUNTDOWN, hit Enter/Return. If not, type in the directory name where your COUNTDOWN saved game is saved.

ALL SYSTEMS

The first time you play the game you will be prompted to configure the game for your system's hardware. You will be asked to set up for graphics card, sound type, input type and save path.

Graphics Adapter Type: Enter the correct number for your graphics adapter type.

Sound Type: Enter the correct number for your sound type. If you do not have a sound board, select IBM PC or compatible. If you have a Tandy, select the Tandy option. If you do not want sound, select No Sound.

Input Type: If you want to play the game using a joystick or mouse, enter 1 or 2 as indicated. To play using the keyboard only, enter 3.

The input device (mouse or joystick) may also be selected from the first program menu. The keyboard is always active (regardless of how your system is configured).

Save Path: Press Enter/Return here to use the default SAVE sub-directory. This sub-directory is created automatically when you first save a game or a character.

If you wish to reconfigure the game, (for example, to add a new sound card) use the DOS DELETE command to erase the MATRIX.CFG file and then run the game. MATRIX.CFG is in the MATRIX directory.
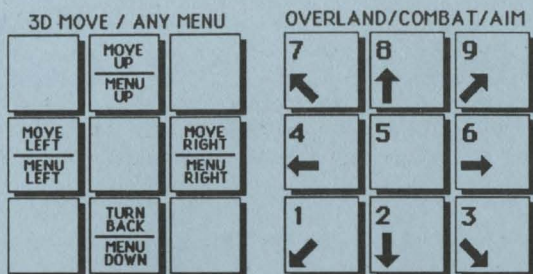
Mouse: To give commands using the mouse, point to the desired command and double-click with the left mouse button. When selecting skill points during character generation, the right mouse button subtracts points and the left mouse button adds points to the highlighted skill. Note that the skill points are pre-allocated to the suggested skills. If you want to change them, you must first subtract points from the skills in which they are already allocated.

Keyboard: 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 Enter/Return.

MOVEMENT

The team will move through the game in the 3D/area and combat modes. Targeting ranged weapons during combat is similar to moving characters. To move, first select the Move option from the bottom of the screen and then give the appropriate commands.
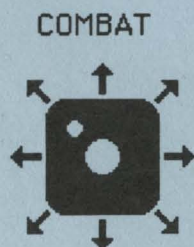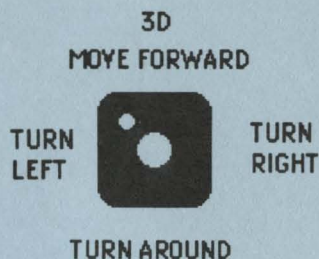
Keyboard Movement: The following keyboard controls are used for movement and targeting:

```
3D MOVE / ANY MENU          OVERLAND/COMBAT/AIM

        MOVE                  7      8      9
        UP                     ↖      ↑      ↗
       MENU
        UP
 MOVE          MOVE           4      5      6
 LEFT          RIGHT          ←             →
MENU          MENU
 LEFT          RIGHT
        TURN                  1      2      3
        BACK                   ↙      ↓      ↘
       MENU
       DOWN
```

Mouse Movement: To move in the 3D/area 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 toward 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 square you want to enter after clicking on the Move option.

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

```
           3D
      MOVE FORWARD                    COMBAT
                                   ↑   ↑   ↗
                                  ↖  [   ]  →
 TURN    [  •  ]    TURN          ←  [ • ]  →
 LEFT    [  ○  ]    RIGHT         ↙  [   ]  ↘
                                   ↓   ↓
        TURN AROUND
```

COPY PROTECTION

To answer the verification questions, find the indicated word in the Log Book. Type the indicated word and press Enter/Return. Do not count section headings.

IBM COMBAT COMMANDS

The following is a list of IBM specific commands.

ESC 'takes back' a move. The function will not erase any damage taken during the move. Also use this key to exit from targeting for grenades, plasma throwers, and rocket launchers. Clicking the right mouse button is equivalent to ESC.
ALT/Q sets all characters to QUICK (computer control).
<SPACE> returns all characters to normal control from QUICK.
CTRL/S Toggles sound effects on/off.
CTRL/U Toggles music on/off.

IMPORTANT NOTES

Levels: If you find combat too easy or too difficult, use the LEVEL command. (Refer to the Rule Book for details).

Party Members: Make sure you have at least one medic in your team.

Weapons: Each character should carry more than one type of weapon. When you get a combat result of "HIT FOR 0 DAMAGE" it means that the enemy you are shooting is immune to that weapon or that the enemy dodged. If you are unable to HIT for damage with a certain weapon you may want to try a different one. Example: Robots are immune to microwave guns, so you must switch to a different weapon if you are holding a microwave gun and fighting a robot.

Ammunition: While only certain weapons may be purchased at different shops, ammunition may be purchased for all weapons at all shops. A clip for all weapons contains 10 rounds, except Plasma Throwers and Rocket Launchers which contain only 1 round per clip.

Levels: When characters are ready to advance a level, the color of their name turns purple.

Game Hints:
Grenades may be purchased at certain shops on certain asteroids — so explore. Stun grenades are useful to paralyze enemies. Chaff grenades are *very* useful when facing enemies with heavy weapons or grenades. If you throw chaff grenades in front of your team, the incoming grenades will explode when they hit the edge of the chaff cloud.

Spread out your team in combat and take advantage of terrain. The team will be more vulnerable to grenades and heavy weapons when grouped together.

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