AMERICA
Online

**IMPORTANT: READ THESE INSTRUCTIONS FOR INSTALLING AND LOADING
NEVERWINTER NIGHTS BEFORE USING YOUR SOFTWARE**

Dear AD&D Game Enthusiast:

Neverwinter Nights, America Online's exciting online AD&D game, takes you to the world of the
FORGOTTEN REALMS™ for fantasy, combat, and magic in a thrilling new adventure. Please follow
the instructions below to install and load your Neverwinter Nights software. Then, let the adventure begin!

Before You Begin

You must have a hard disk drive and a floppy disk drive to play this game, as well as 640K of base
memory. See the AD&D Data Card for more information on hardware requirements. Instructions
for loading and playing the game are at the end of this letter.

Installing to a Hard Disk:

1. Insert the AD&D game disk in drive **A**. (If drive **B** is your 3.5 drive, substitute **B** for **A**.)

2. If the drive you wish to install the AD&D game files to is not the current default drive, change to
   the desired drive and type **A:NWN220**. This will create a directory named **\NWN220** and
   decompress the AD&D game files to that directory.

3. Once the files have been copied, remove the disk in drive **A**.

Your installation is now complete and you are ready to sign on to America Online.

HINTS & TIPS:

Once online, use keyword **(Ctrl + K)** AD&D and enter the **NWNH Help & Info** area for valuable
information and regular updates regarding game play, PvP (Player vs. Player combat), Guilds, and
the hours staff is available online to answer your questions.

Loading and Playing Neverwinter Nights

1. Sign on to America Online.

2. Type in keyword AD&D, then press the ENTER key. This will take you to the AD&D
   online area. (The area may also be reached by choosing **AD&D - Neverwinter
   Nights** from the main menu of the **Games & Entertainment** department).
   Click on the **Lord Nasher's Lounge** icon.

3. Once in the Lounge, click on the **Neverwinter** icon, and select **Neverwinter
   Nights Game Options** from the menu that appears, then select **Play
   Neverwinter Nights**.

4. A window will pop up on your screen asking for a path name for your AD&D software. Select **Load Game**.

TURN THE PAGE FOR ADDITIONAL INFORMATION

NEW OPTIONS IN NWN V2.2

VAULTS: This new option will allow each character to save items in a vault. The vault information is stored on the Player's computer in a file called **NAME___.___V** (where NAME=the first 10 characters of the screen name). Since vaults are stored on the member's computer, use of vaults is at the member's own risk.

Vault files can be copied from directory, to a floppy disk, or to other computers, but there are protections against altering the vault files in place, so some things must be kept in mind to ensure your vault file doesn't become corrupt. A corrupted vault file will result in the loss of all items in the vault.

The vault files being used must always be the **MOST CURRENT** version of your vault. If you copy your vault files to another computer, and use your vault during that time, you must remember to copy the new vault files back to the original computer before using it again.

Vaults are accessed from the Neverwinter Vaults, within the city of Neverwinter.

SNEAK: This option will allow you to bypass most combat squares to continue your adventure. When you are adjacent to a combat square, select the **SEARCH** option. You will then see the **SNEAK** option. If you choose to **SNEAK**, you will be allowed to select which direction you would like to go, if there are options available to **SNEAK** to. For instance, if the battle were in Triboar 7,9 and you were standing at 7,10 you would have the option to go **Ahead**, **Right**, or **Left**. You cannot sneak through locked doors or region gates.

Note: Only the **leader** of a party may **SNEAK** around a battle. If you are following another player and they sneak, you will automatically un-follow. You must use the **SNEAK** option yourself, then re-follow the Party Leader.

Any time you sneak, you run the risk of being hit by a stray arrow or spell from the battle taking place, and the possibility of taking damage is a risk you run.

SURNAME: Characters can be given a surname to be added to your Character Sheet. When you view yourself, or when others view you, the surname will appear beneath the Character Name. Some examples of surnames might be, "The Swift" or "The Sly" or "GuildXX Warlord." To add or modify your surname, select **Encamp**, then **Alter**, and the **Surname** option. You will then be able to enter a surname of up to 25 characters and/or spaces.

COLORED TEXT: Using the **F9** key you will be able to scroll through the various colors you can change your chat text to. Once your selection is made, the color will remain that color until you select to a different color. Using **F10** will scroll backwards through the color scheme, and **Shift+F10** will bring your text back to white.

SPECIAL CHARACTERS: Special characters for use in chat will be found by pressing **Shift=~**, **Shift+2**, **Shift+3**, **Shift+4** and **Shift+5**. The characters are a smiley face, frown, sword, triangle, heart, and musical note.

Enjoy!