

## IBM / COMPATIBLES DATA CARD



**WARNING: THIS GAME REQUIRES SPECIFIC HARDWARE AND SOFTWARE CONFIGURATIONS TO RUN PROPERLY. IF YOU HAVE PROBLEMS, PLEASE READ THE TROUBLESHOOTING SECTION OF THIS DATA CARD.**

### REQUIREMENTS

The *minimum* system requirements for this game are:

640 K of RAM      VGA  
DOS 3.3 or greater      A Hard Drive

In addition to the basic system requirements, you must also have 6 megabytes of space free on your hard drive and at least:

**586,000 BYTES OF FREE RAM** to play *with* sound, and  
**524,000 BYTES OF FREE RAM** to play *without* sound.

**Note: hard drive size and total system memory available have no bearing on free RAM.**

To check your free RAM, type CHKDSK from within the DOS directory. The free RAM will be listed as "BYTES FREE" at the bottom line of the CHKDSK display. Compare the listed amount to the amount of free memory required by the game. If your amount is lower than the game requires, read the instructions given under the "Memory" section of this data card.

### INSTALLING THE GAME

Your game box should contain the following: three high density 5.25" disks or three 3.5" (two high density and one double density) disks; one manual; and this data card.

The disks that come with the game are in a compressed format, and must be installed before you can begin play. We recommend that you backup your game disks before proceeding. You can do this with the DISKCOPY command. Refer to your DOS manual for more information on DISKCOPY.

1. To install the game place Disk 1 only in the A: or B: drive. Be sure this drive is the active drive. For example, to make drive A the active drive, type **A:** then Enter/Return.
2. Type **INSTALL** and then press Enter/Return.
3. Follow all on-screen prompts.

### CONFIGURING THE GAME

At this point, you may modify the following configuration features for your particular system.

**Select Sound Device:** Select the type of sound on your system. Valid selections are: PC Speaker, Adlib, Soundblaster, Roland, or None.

**Select Installation Directory:** Select the drive onto which to install **UNLIMITED ADVENTURES**, then select the pathway to the game directory, and then select the source drive for the game installation. To change the configuration after the game has been installed, type **INSTALL** from the game directory.

### STARTING THE GAME

1. Boot your system normally with DOS 3.3 or greater.
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 \FRUA** and press Enter/Return.
4. Type **START** and press Enter/Return.

### PLAYING THE GAME

For complete and specific "how to play" information, please refer to the Designer's Journal.

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

**Saving Designs and Games:** Each adventure design is saved in its own subdirectory of the game directory, using commands described in the Designer's Journal. Design directories have the extension ".DSN"; if you want to give a copy of a design to a friend, you should copy all of the files in the design directory onto the disk you are giving your friend. Each design may have ten saved games, designated with letters. To save or load a game, you need only select the desired letter. A character may be brought from one adventure to another by copying the file with the character's name and the extension ".CCH" from the SAVE subdirectory of the first design directory to the SAVE subdirectory of the second design directory.

**Command Key:** The "Command Key" referred to in the Designer's Journal is the Alt key.

**Mouse:** To give commands using the mouse, point to the desired command and click with the left mouse button. The mouse is automatically supported if present.

**Keyboard:** To select a command using the keyboard, press the highlighted letter in that command.

**Joystick:** Select INITIALIZE JOYSTICK/MOUSE. You are asked questions concerning your joystick. Answer them and press EXIT to continue.

**Moving Around:** The party moves through the game in 3D, *area/wilderness*, and *combat* modes. Targeting spells and ranged weapons is similar to moving characters.

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

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 ↘

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 will 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 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.

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 enter 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. Clicking a mouse button on the edge of the window scrolls the viewing area in the direction of the selected edge.

The mouse pointer changes according to use. The different formats are:

**Sword:** select an option or an entry from a vertical list.

**Arrow:** show direction for movement/attack in combat, movement, or turning in the 3D mode.

**Crosshairs:** select targets during combat.

**Shield:** used when the mouse is not active.

### Keyboard 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.

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

**Space:** returns characters to normal control from QUICK.

**Alt/M:** toggles spells on/off for characters set to QUICK.

**Alt/S:** toggles sound on/off (may be used any time).

**Alt/T:** toggles music on/off (may be used any time).

Hint: If you find combat too easy or difficult, use the LEVEL option to alter your difficulty level.

**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. **NOTE:** When transferring characters, the vault will not transfer. To transfer vault items, give the items to the characters you are transferring.

**Spell Memorization:** To memorize spells in Camp, select REST, then rest for the allotted 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 memorization. Follow the Designer's Guide instructions for memorizing spells.

#### DESIGNER'S GUIDE NOTES

- You can bring up a pull-down menu with the keyboard while editing a design by holding down the Alt key and typing the first letter of the menu; for example, typing Alt-M will bring up the map menu. A choice within a pull-down menu may be selected while the menu is displayed by typing the first letter of the choice or by using the up and down arrow keys to scroll through the menu.
- By holding down the Alt key while drawing a wall with the mouse in AREA view, you can constrain the wall to follow a straight line. This allows you to sketch out rooms and corridors without leaving extraneous walls behind where the mouse strayed off the exact line of a wall.
- The shift key may be used in conjunction with the mouse for erasing existing map features.

#### ERRATA / CLARIFICATIONS

- The default monster for combats is a goblin, not a kobold, as stated on page 81.
- In lists of monsters, asterisks (\*) are used to denote "large" monsters which count double toward the number of monsters which can appear in combat. Pound signs (#) are used to denote NPCs.
- You can put the name of the currently selected party member in a text string by typing a caret (^, <Shift-6> on many keyboards). This may be useful in conjunction with a WHO WILL TRY event, to explain the results of an attempt.
- A monster takes damage as a large-size monster if: either the LARGE EVEN IF 1X1 option is selected, or the monster is actually larger than 1x1. If neither is true, the monster takes damage as a normal, 1x1-sized monster.
- The print option allows you to print maps and text encounters (only).
- On page 40 of the Rule Book, the icons for Storm and Shal are reversed.

#### HARD DRIVE SPACE

If you receive the message **WRITE ERROR** while designing an adventure, this means that you have run out of hard drive space. Please consult your DOS manual to free more space on your hard drive.

## TROUBLESHOOTING

This section provides you with several easy steps to solve some common problems. Lack of free memory is the most common and the "Memory" section is a good place to start.

#### MEMORY

This game requires 586,000 bytes of free memory to run. Read the front page of this data card to find out how to check your free RAM. A computer with 16 megabytes of RAM can easily run out of free memory. If you do not have enough free memory, the game may tell you in the form of an error message, begin to run poorly, or not run at all. If you have found 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. See the following section for instructions on editing these files. Remember: altering these files may affect how other programs run on your machine, so save copies of your current files.

##### CONFIG.SYS:

```
FILES=25
BUFFERS=25
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE 1024
DOS=HIGH,UMB
```

##### AUTOEXEC.BAT:

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

Another way to free more memory while not changing the way your system runs is by creating a bootable disk. A boot disk is a way to temporarily change your system's configuration without possible side effects.

Create a boot disk by placing a blank disk in your A: drive. (NOTE: It must be your A: drive to operate properly.) Next, at the DOS prompt, type **FORMAT A: /S** and then press Enter/Return. After the boot disk is finished formatting, you may wish to create CONFIG.SYS or AUTOEXEC.BAT files on the boot disk.

#### EDITING YOUR CONFIG.SYS OR AUTOEXEC.BAT FILES

MS-DOS 5.0 comes with a text editor. If you need to change or create a file, type **EDIT filename** (replace the word *filename* with the appropriate name of the file).

If your version of DOS came without an editor, you may have to purchase a text editor or consult your DOS manual before any changes to these files can be made. **NOTE: You should back-up or copy your original CONFIG.SYS and AUTOEXEC.BAT files before altering them.**

#### SOUND CARDS

If you are experiencing problems with your sound card, try running the diagnostic software that comes with your card. **80% of all sound card problems are due to mistaken configurations.**

If you are running a sound card that is not listed on the box label of this game, 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.

Sound card performance may also be hampered if you do not have enough free

memory. Check this game's requirements to see if you meet the minimum free RAM for fully-featured play.

#### MOUSE SETUP

If your mouse is not functioning, you should make sure the driver has been loaded. **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/Return) 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 a software conflict or it may not be fully compatible with this game. Check with the mouse manufacturer to see if there is an updated mouse driver available.

#### PLEASE READ THE FOLLOWING SECTION BEFORE CALLING 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 possible solutions.

Because of the millions of different hardware and software combinations possible with today's PCs, **you may still have to refer to 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 agent 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:

- 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 CHKDSK or MEM command (read the "Memory" section)
- the current configuration of your game

Our technical support number is 408-737-6850. Our hours are between 11 am and 5 pm, Pacific Time, Monday through Friday, holidays excluded. **NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.**

Special Thanks to: Amber Waves and D. P. Dough



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