

IBM and Compatibles Data Card

# Advanced Dungeons & Dragons®

COMPUTER PRODUCT

## *TREASURES <sup>OF</sup> THE SAVAGE FRONTIER*

**System Requirements:** A minimum of 640K system memory is required. The mouse will not work with Tandy graphics. RAM resident programs may reduce your available system memory below the minimum required for the game. We recommend at least **560K** of free memory to run this program. A TGA, EGA, VGA, or MCGA color video system is also required. One floppy and one hard disk are required. This game must be installed on a hard disk, and needs a minimum of 3,050,000K free to install the game. FILES must be set greater or equal to 20 in your CONFIG.SYS file.

**Installing the Game:** The disks that come with the game must be installed before you can begin play.

1. Place Disk 1 in any drive. Be sure this is the active drive.
2. Type **INSTALL** and then press the Enter/Return key.
3. Follow all on-screen prompts.

### Starting the Game

1. Boot your system normally with **DOS 2.1** or greater.
2. Be sure that the hard disk containing the game is the active drive.
3. Change directory to the game's directory. Example: To change to the default directory type **CD\TREASURE** and press Enter/Return.
4. Type **START** and press Enter/Return.

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 drive, and save path for both TREASURES OF THE SAVAGE FRONTIER and GATEWAY TO THE SAVAGE FRONTIER (if installed).

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

**Sound Type:** Enter the correct number for your sound type. For most people this will be IBM PC or compatible. If you have a Tandy system or one of the sound boards supported by this program, enter the corresponding number. If you do not want sound in your game, enter 6.

**Alternate Input Type:** If you want to play the game using a joystick or mouse, enter 1 or 2 as indicated. To play the game 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 the system is configured.

**Path to Save Drive for TREASURES OF THE SAVAGE FRONTIER:** Most people will want to press Enter/Return here. The default save path is set for the **SAVE** subdirectory on your active drive. 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 Enter/Return.

**Path to Save Drive for GATEWAY TO THE SAVAGE FRONTIER:** Most people will want to press Enter/Return here. The default save path is set for the **\GATEWAY\SAVE** subdirectory on your active drive. This selection is important only if you have saved games from GATEWAY TO THE SAVAGE FRONTIER and wish to use them in TREASURES OF THE SAVAGE FRONTIER. You set the drive path to the drive path of your GATEWAY TO THE SAVAGE FRONTIER Save Game disk or subdirectory.

**Note:** If you do not have (or do not want to use) your GATEWAY TO THE SAVAGE FRONTIER Save Game Disk, select the default setting when prompted.

**Saving Games:** If you are saving games to floppies, you will need to format save disks before playing. Use the DOS **FORMAT** command (refer to your DOS manual for instructions).

Saved games are identified by letters. To save or recall a game you need only select the desired letter. Ten games may be saved to a standard 360K 5.25" or 720K 3.5" disk.

**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 memorized spells, and have been outfitted with readied weapons and armor.

To begin the game, type **START**. Choose **GAME**, then the **LOAD SAVED GAME** option from the Party Creation menu. The saved game will appear after you choose the **TREASURES** option in the **LOAD SAVED GAME** menu. Load Save Game A. Choose **BEGIN ADVENTURING**.

Refer to the sections on movement, combat, etc., in this data card, the rule book, or journal as needed.

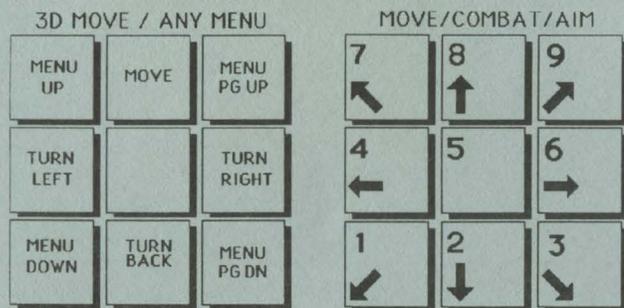
**Mouse:** To give commands using the mouse, point to the desired command and double-click with the left mouse button.

**Keyboard:** To give commands using the keyboard, either press the highlighted letter in that command or use the cursor keys to highlight the command and press Enter/Return.

**Joystick:** To give commands using the joystick, move the highlight to the appropriate command and press the button.

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

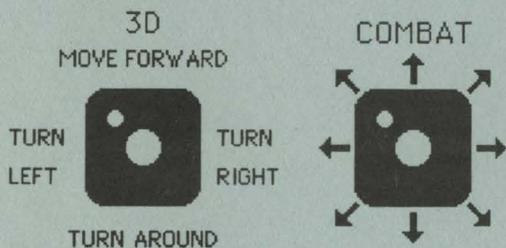
#### KEYBOARD MOVEMENT



**Mouse Movement:** To move in 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.

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

#### JOYSTICK MOVEMENT



**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.

**IBM Combat Commands:** The following is a list of IBM Specific commands.

**ESC:** will act as an Exit from any menu. When moving in combat, 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 on/off for characters set to QUICK.

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

#### Transferring Characters from GATEWAY TO THE SAVAGE

**FRONTIER:** Set the Save Game subdirectory for GATEWAY TO THE SAVAGE FRONTIER game during the system setup. Select the **LOAD SAVED GAME** option then **GATEWAY**. Choose the saved game you wish to transfer to TREASURES OF THE SAVAGE FRONTIER. This will load all of the characters, most of their equipment, and their money.

If you wish to load only a single character from GATEWAY TO THE SAVAGE FRONTIER, boot up GATEWAY TO THE SAVAGE FRONTIER and load the saved game in which the character resides. Choose the **REMOVE CHARACTER** option and remove the character from the party. Start TREASURES OF THE SAVAGE FRONTIER and choose the **ADD CHARACTER TO PARTY** option and then select **GATEWAY**. A screen with the name of the character will appear and can be loaded into the new party.

#### Program Changes:

The **FIX** command only heals the party. It no longer increments time to memorize spells. Use the **REST** command to memorize all spells.

The name of a character ready to train is now highlighted in purple.

**Developer's Comments:** Initially, have your magic users memorize *charm person*, *stinking cloud*, and *fireball* spells. Try to *charm* enemy clerics and magic users, and *stinking cloud* the larger monster for occasional quick kills.

The game is set in the middle of a revolution, and the fights are difficult. It is recommended that you save frequently.

The Savage Frontier is a very dangerous place, so try to stay on the trails or rivers when you are hurt or don't want a fight. Be especially wary in the wilderness.

If you are lost or unsure on what to do next, use the Crown of Amanitas or try using the lucky papers. You will need all three colored crystals to decode the lucky papers.

*Cure disease*, when cast by a cleric, will not restore lost strength points. In order to restore these lost strength points, you must go to a temple and REPAIR, or select HEAL, then *cure disease*.

Special Thanks To: Forrest Elam, Product Tester, and Dale Palmer, Product Support Representative.

ADVANCED DUNGEONS & DRAGONS, AD&D, and FORGOTTEN REALMS are trademarks owned by and used under license from TSR, Inc., Lake Geneva, WI.

© 1992 Strategic Simulations, Inc. © 1992 TSR, Inc.  
All Rights Reserved.

