

Amiga Reference Card

Advanced Dungeons & Dragons[®]

COMPUTER PRODUCT

TREASURES OF THE SAVAGE FRONTIER

Game Inventory:

- 3 Game Disks
- 1 Rule Book
- 1 Adventurer's Journal
- 1 Reference Card

System Requirements: TREASURES OF THE SAVAGE FRONTIER will run on an Amiga 500, 500+, 1000, or 2000 with at least 820k of free RAM.

Before Beginning Play: You must make a backup copy of your original disks with the Amiga DOS DISKCOPY command. Put your original disks away. Refer to your Amiga manual for information on Amiga DOS commands. NOTE: You are given an option to make a save game disk during Character Generation. For this, you need to provide a formatted disk.

Transferring Characters from GATEWAY TO THE SAVAGE FRONTIER: If you wish to transfer characters from GATEWAY TO THE SAVAGE FRONTIER, boot your system with Workbench 1.2 or higher. Place disk A in DF0: and double click on the disk A icon. Double click on the save disk utility icon and follow the prompts. (Amiga 1000 users must first boot with Kickstart 1.2 or 1.3, then place Workbench 1.2 or higher in drive DF0:.)

Starting the Game: To play TREASURES OF THE SAVAGE FRONTIER, insert Disk A instead of Workbench when booting. (Amiga 1000 users: boot your system using the Kickstart disk, then insert Disk A when prompted to insert the Workbench disk.) Be sure that your hard drive is disconnected.