

While moving in combat the arrow key on the top left of the C64 will 'take back' your current move, but it will not erase any damage you have taken during the move.

Q Key: Sets all characters to Quick (computer control).
[Space]: Removes all characters from Quick control.
M Key: Toggles magic spells on/off for characters set to Quick.

Characters set to Quick will use readied magic items. Characters set to Quick with readied arrows or a sling will use ranged attacks if no enemy is adjacent.

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Additional C64 Playtesting provided by John Boockholdt, Brian Lowe, and Eduardo Trillo.



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Gateway to the Savage Frontier
C64 Reference Card



Game Inventory: This game includes the following;

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

Before Beginning to Play: You should back up both sides of all 4 game disks with a commercial copy program. Put the originals away and play off of the copies.

Saving Games: Only 1 game can be saved onto a disk. The program will format a saved disk for you if you attempt to save to an unformatted disk.

Loading the Game; After making your back up copies, the following steps will load the game:

1. Put Disk A, Side 1, in drive.
2. Type LOAD "*", 8 and press RETURN.
3. Type RUN and press RETURN.
4. Type 'N' to use the built in software fast loader.
5. Follow all prompts to run the game. To answer the verification question, find the indicated word in the Adventurer's Journal, type the indicated word, and press the RETURN key.

NOTE: *Gateway to the Savage Frontier* uses a very quick software fast loader to speed disk access. But, if the game does not load successfully on your computer, or has a disk problem while playing, reboot the game and type 'Y' to disable the software fast loader. You can try using cartridge based fast loaders, but with no guarantee that they will work properly.

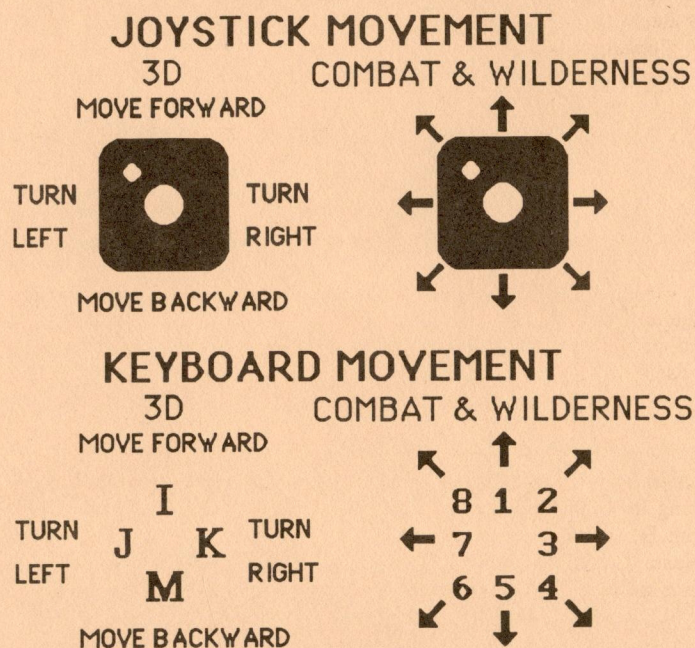
You will be prompted to insert the correct disk whenever a disk swap is required.

Getting Started Quickly: To begin playing right away, a pre-rolled party of adventurers is stored on disk 'C', side 5. Choose "add character" from the Party Creation Menu, insert disk C, side 5 when prompted to insert save disk. After all the characters have been loaded, choose "Begin Adventuring" to start your journey. Choose the Encamp command from the Adventure menu and have

all of your spell casters memorize spells, then go to the armory and buy equipment for your characters.

How to Make Choices: *Gateway to the Savage Frontier* is controlled using menus. One command on each menu is highlighted. Use the joystick or cursor keys to indicate the command you want and press the joystick button or RETURN to select your choice. For example, to look at an overhead view of the surrounding area, highlight the Area command and press the joystick button or RETURN.

Some commands, such as View, act only on a single character. Use the joystick or cursor keys to highlight the character you want to be active and then choose the command. For example, to view a character's ability scores, highlight the character's name in the character list and choose the View Command.



How To Move Around: In 3D travel the party can move forward, turn right or left, or backwards. In combat you can move in any of eight directions. In the overland view the party can move in only in four directions. You may use the joystick or keyboard interchangeably to move in any mode. If you have a problem making a diagonal move with a joystick in combat, use the 2,4,6,8 keys instead.

NOTE: In Wilderness movement the following keyboard keys will not be used; 2,4,6,8.

Storing Excess Money and Items: In the town where the game begins, and other cities throughout the savage frontier, there are Vaults where you may store any excess money or items. To deposit items into the vault, select the option "Deposit", "View" the character's items, highlight the desired item and select "Deposit" located among your other options at the bottom. To deposit a specific amount of money, select the option "Deposit", "View" the character, highlight the appropriate money type, and select the "Deposit" option at the bottom of the screen. To deposit all of your party's money, select the "Deposit" option and then "Pool" your party's money. To withdraw money or items, use the above method but replace the "Deposit" option with the "Withdraw" option.

Tips on Successful Combat: The following are useful tips while fighting in *Gateway to the Savage Frontier*.

Identify enemy spell casters at the beginning of each battle. Attack them with spells and missile weapons. Be sure to do damage every round to keep them from casting spells. Concentrate your attacks; it is normally better to eliminate one monster than to wound two. Eliminate helpless monsters before they become active again.

Keep your Paladin near the middle of the front of your party so that his Protection from Evil can improve the AC and Saving Throw of those adjacent. Keep your party together so that they can concentrate their attacks on the monsters. Protect your party's flanks so that monsters will not be able to get to spell casters and archers.

Learn the range and area of effect of offensive spells such as Magic Missile, Stinking Cloud, and Fireball. Decide where you will throw a spell before you choose Cast. Use the Aim command to check the range and line of sight to your proposed target. Make sure that the spell will attack the monsters and not the party.

If your party loses a very tough fight, go back to your last saved game. Just before triggering the fight, prepare your party with spells like: Bless, Prayer, Protection from Evil, Protection from Evil 10' radius, Enlarge, Invisibility 10' Radius, and Haste. Cast the spells and use scrolls just before triggering the fight. Use Haste sparingly; it ages your characters 1 year each time it is used.

Game Developer Notes: The C64 version of *Gateway to the Savage Frontier* is slightly different than clue book. This is due to the large game and system limitations.

Make sure to write protect the game disk C in order to stop the game from saving over the Pre-Generated Party.