

Amiga Data Card

Advanced Dungeons & Dragons®

COMPUTER PRODUCT

CHAMPIONS OF KRYNN

System Requirements: This game will run on any Amiga computer with a minimum of 1 Meg of RAM, a single floppy drive, and a monitor. You can use either the keyboard or a mouse.

Before Beginning Play: You should back up all three game disks before beginning play.

WRITE PROTECT THE COPIES, put the originals away for safekeeping and play off of the copies.

MAKING BACKUPS: To back up your disks, turn on your computer and load the Workbench disk that came with it. Follow the instructions that are appropriate for the type of system you have.

Single Floppy Drive: Put one of the game disks in the drive. Then select the disk icon on the Workbench screen with your mouse. You can now use the 'Duplicate' menu selection on the Workbench screen. Follow the on-screen prompts to complete the duplication process. Once the copy is done, delete the words 'copy of' from your new copy by using the 'Rename' menu selection. Repeat this for the remaining disks.

Two or more Floppy Drives: Put an unformatted disk in one drive, and one of the original disks in the other. Select the icon of the original disk, and drag it over the icon of the blank disk. When the copy is finished, be sure to delete the words 'copy of' from your new disk. Repeat this until all three copies are finished.

Hard Drive Installation: Install 'Champions of Krynn' on your hard disk by inserting 'Disk One' of the game in a floppy drive. Double click on the disk icon to open it up, and then double click on the icon titled 'HD Install'. Follow the on-screen prompts until all three floppies have been copied to your hard disk. If you run out of space while installing the game, you can choose the 'Cancel' option and retry after making space on your hard disk.

TO START THE GAME: Turn on your monitor and follow the instructions for your system:

Floppy Disk: Insert Disk One into the internal drive and then turn on the computer. (A1000 users: remember to boot using your Kickstart Disk first, then insert Disk One of the game when prompted for the Workbench disk.)

Hard Drive: Play from the Workbench by opening the directory containing the game and double clicking on the icon called 'Game'.

Workbench: Run the game from the Workbench by inserting Disk One in any drive and double clicking on the 'Game' icon in this disk.

CLI (Shell): Use the 'CD' command to change to the disk or directory where the game is located. Then type 'Game' and press the Return or Enter key.

Answer the copy protection question by finding the indicated word in the Adventurer's Journal or the Rule Book. Type the indicated word, and press the Return or Enter key

Whenever the computer prompts you to change disks, place the correct disk in the drive and the Amiga will automatically continue the game.

Getting Started Quickly: Use the pregenerated party of characters saved as saved game A (on Disk Three). These characters start at the very beginning of the game, but they have been equipped and the magic-users have memorized their spells.

At the first screen after the copy protection question, choose the **Load Saved Game** option. Insert Disk Three at the prompt and load the saved game A. Next, choose the **Begin Adventuring** option. (Hard drive users: the saved game is already installed on your hard drive.)

Because the pregenerated party comes with spells and equipment, you may leave the outpost immediately after Sir Karl briefs you.

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

Saving Games: Any blank formatted AmigaDOS disk will work as a save disk. You may have up to ten saves on a single disk. You may save over any previous save which you don't want to keep. If you run out of saves, you may begin using another blank formatted disk to save on at any time. (Hard drive users: The games are saved in a directory called **SAVE** inside the directory the game is in, so you are limited to ten saves.)

Mouse: You can use the mouse at any time. To give commands with the mouse, move the pointer over the option you wish to choose, and double click the **Left Mouse Button**. In some menus, you may have to click once on the item to highlight it, and then click on **SELECT** at the bottom of the screen.

When using the mouse, you will still need to use the keyboard whenever numbers or letters need to be entered. Examples of this include: entering passwords, answering verification questions, and taking or trading treasure.

Keyboard: To select a command using the keyboard, either press the highlighted letter in the command or use the cursor keys to highlight the command and then press the Return or Enter key.

Using Menus: Most options in the game are selected from horizontal and vertical menus. Horizontal menus generally select actions such as casting spells and readying items. Vertical menus generally select the item to be acted upon, such as the spell to be cast or item to be readied.

To access menus with the keyboard, use the up and down cursor controls for vertical menus and the left and right controls for horizontal. Press Return or Enter to make selections.

Moving: The party will move through the game in three modes: *3D/Area*, *Overland*, and *Combat*. Targeting spells and ranged weapons during combat is similar to moving characters. To move, first select the move option from the bottom of the screen and then give the appropriate commands.

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

3D MOVE / ANY MENU			OVERLAND/COMBAT/AIM		
	MOVE UP MENU UP	MENU PG UP	7 ↖	8 ↑	9 ↗
MOVE LEFT MENU LEFT		MOVE RIGHT MENU RIGHT	4 ←	5	6 →
	TURN BACK MENU DOWN	MENU PG DN	1 ↙	2 ↓	3 ↘

Mouse Movement: To move in the *3D/Area* mode with a mouse, click the mouse at the edges of the display window in the direction you want to move. While the pointer is in the 3D window, the pointer shape will change to show which direction you'll move when you press the button.

To use the mouse for *combat* targeting and movement, click the mouse cursor over the target square and the cursor will advance towards the target. If the target is off the screen, first select an intermediate square near the edge of the screen.

To move in combat, click on the square you want to move to.

Overland movement with the mouse is identical to combat movement.

Amiga Specific: The following items are *Amiga only*, and are *not in the Rule Book or Adventurer's Journal*:

Right Mouse Button: Is the same as the EXIT command from menus. In combat, pressing this key will "take back" a move, but will not erase any damage taken during the move.

<ESC>: Performs the same function as the right mouse button.

Alt-M: Toggles magic on/off for characters under AUTO control. This does not work if your party is already under the effect of Alt-Q.

Alt-Q: Will set the entire party to AUTO (computer control for combat).

<SPACE>: Will return the party to your control from AUTO.

Hints:

During combat enemy names will be displayed in yellow. The names appear on the right side of the screen whenever the cursor is over a character in your line of sight (one that one of your player characters can see).

If you find combat to be either too easy or too difficult, use the Level command described in the rule book, page 7.

ADVANCED DUNGEONS & DRAGONS, AD&D and DRAGONLANCE are trademarks owned by and used under license from TSR, Inc., Lake Geneva, WI.
© 1990 Strategic Simulations, Inc. All Rights Reserved.
© 1990 TSR, Inc. All Rights Reserved.



STRATEGIC SIMULATIONS, INC.®