

COMMAND SUMMARY CARD

THE IMMORTAL™

GETTING STARTED

To play *The Immortal*, you need a computer with at least one floppy drive and 640K of memory. Your system must be running with DOS version 2.11 or higher.

To play from your hard disk, use the Install program located on Disk #1 to create a copy of the game from which to play. *Do not play The Immortal from the original disks!* Install the disks using the appropriate instructions below, and then store your original disks in a safe place.


INSTALLING TO A HARD DISK

Boot your computer with DOS 2.11 or higher.

You can install *The Immortal* to the root directory or to a subdirectory. If you want to install *The Immortal* to the root directory, follow the numbered steps below. If you want to install *The Immortal* to an existing subdirectory instead, you must first switch to that subdirectory. For example, if you want to install *The Immortal* to a subdirectory called GAMES, first type `CD\GAMES` and press **Enter**. Then follow the numbered steps below.

When you're in the subdirectory you want to install to, follow these instructions:

1. Insert your original Disk #1 into drive A (or any appropriate floppy drive).
2. Type **A:** and press **Enter**. (If you inserted the disk into a drive other than A:, substitute the appropriate drive letter.)
3. Type **INSTALL A: C:** and press **Enter**. (If you want to place *The Immortal* in a subdirectory as described above, use the full pathname. For example, if you want to install *The Immortal* inside a subdirectory called GAMES, you would type, **INSTALL A: C:\GAMES** and then press **Enter**.)
4. The install program will create a subdirectory called IMMORTAL.
5. You're asked to swap original disks from time to time. At each prompt, swap the



specified disks and press any key. (Note: Disk #2 is also called the Play Disk.)
When the installation is complete, put your original disks in a safe place.

PLAYING FROM A HARD DISK

Boot your computer with DOS 2.11 or higher.

1. Make sure your NUM LOCK key is off.
2. Switch to the drive you installed the game to. For example, if you installed the game to drive C, type C: and press Enter.
3. Type CD\IMMORTAL and press Enter. (If you installed The Immortal to a subdirectory instead of the root directory, then you must first switch to that subdirectory.)
4. Type IMMORTAL and press Enter.

INSTALLING TO FLOPPY DISK(S)

Boot your computer with DOS 2.11 or higher.

If you do not have a hard disk, you should install The Immortal to a single high density floppy disk (either a 1.2M 5.25 inch disk, or to any 3.5 inch disk) using the instructions for *Installing to a Hard Disk*. Instead of specifying your hard disk letter like the instructions indicate, insert a blank formatted high density disk into a drive and type that drive letter instead of the hard disk drive letter.

If you have only low density 5.25 inch disk drives, follow the instructions below, depending on whether you have one drive or two.

COPYING YOUR DISKS

The following steps for copying disks are standard DOS procedures. However, DOS commands may vary. If you have any difficulties with copying, refer to your DOS manual for specific information on how to copy files.

One Drive Systems:

1. Boot your computer with DOS, any version from 2.11 or higher.
2. Put your DOS disk in drive A, type A: and press Enter.
3. Type DISKCOPY A: A: and press Enter.
4. When you're asked to insert a source disk, put your original Disk #1 in the

drive and press **Enter** to start copying. With a single drive system, you must swap disks during the copying process. You're prompted when to insert your source disk (the original disk) and when to insert your destination disk (the backup copy).

5. When the disk copy is complete, you're asked if you want to make another copy. If you're using 5.25 inch original disks, type **Y** and press **Enter**. Now repeat Step 4 with your original Disk #2/Play Disk.

Two Drive Systems:

1. Boot your computer with DOS, any version from 2.11 or higher.
2. Put your DOS disk in drive A, type **A:** and press **Enter**.
3. Type **DISKCOPY A: B:** and press **Enter**.
4. You're prompted to insert your source disk in drive A and the destination disk in drive B. Put your original Disk #1 in drive A, put a blank formatted disk in drive B, and press **Enter** to start copying.
5. When the disk copy is complete, you're asked if you want to make another copy. If you're using 5.25 inch original disks, type **Y** and press **Enter**. Now repeat Step 4 with your original Disk #2/Play Disk.

For information on formatting disks, see your DOS manual.

PLAYING FROM FLOPPY DISK(S)

Boot your computer with DOS 2.11 or higher.

1. Make sure your **NUM LOCK** key is off.
2. Insert your copy of Disk #1 into any floppy drive.
3. Switch to the drive you inserted Disk #1 into. For example, if you inserted the disk into drive A, type **A:** and press **Enter**.
4. Type **IMMORTAL** and press **Enter**.

SPECIAL COMMANDS

When you start *The Immortal*, the program automatically detects the best graphic mode and sound capabilities of your computer; however, if you want to start the game in different modes, you can do so by adding a few extra characters (called arguments) to the start command.

EXAMPLE: Let's say you want to load The Immortal with EGA graphics mode and music generated with the AdLib sound board (you must have an AdLib sound board installed). You'd type **IMMORTAL EGA ADLIB** and press **Enter**.

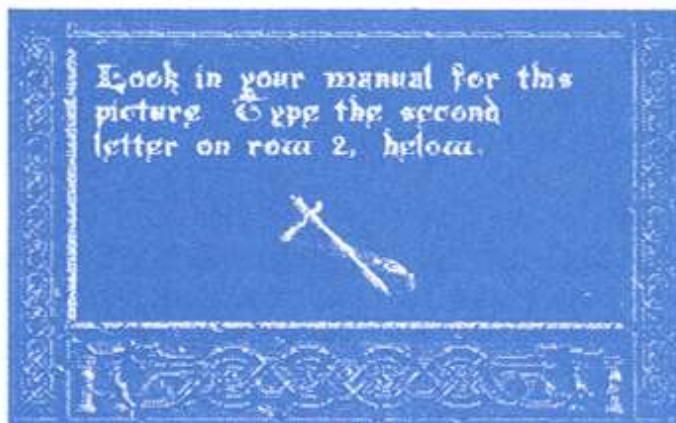
Note: The program *does not* automatically detect a Roland MT-32 sound card. If you want to listen to your Roland MT-32 instead of PC or Tandy sounds, you need to instruct the game to use the Roland MT-32 using an argument.

Note: If you have a joystick card installed in your computer but have no joystick attached, use the **KEYBOARD** argument as described below.

These are the arguments you can use:

KEYBOARD	Loads game with keyboard control.
MCGA	Loads game in MCGA 16-color mode.
EGA	Loads game in EGA mode.
ROLAND	Loads game with Roland sound.
ADLIB	Loads game with AdLib sound.
PC	Loads game with PC speaker sound.

ARE YOU WORTHY TO SEEK MORDAMIR?



When you first start a new level, you are asked to identify a picture in the manual and type a specified letter. Follow these steps:

1. Find the artifact shown on the screen in your Immortal manual.
2. Find the letter you need.
3. Press the key. (*Don't* press Enter.)

Don't worry if you make a mistake — you have two tries to get it right. If you give two wrong answers, you're sent back to DOS to restart the game and try again.

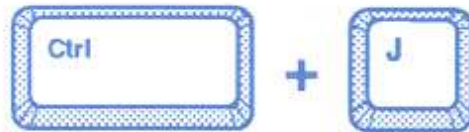
CONTROLLING YOURSELF

If you have a joystick plugged into your computer, the game automatically uses joystick control. If you don't have a joystick, the game automatically uses keyboard control.

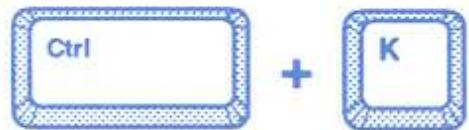
CONTROLS

You can adjust game options anywhere in the dungeon. (You must be walking around free, not looking at any menus or in your pack.)

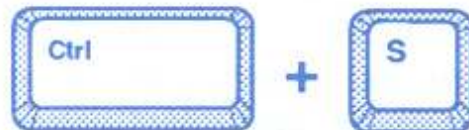
To activate joystick control, press CTRL-J.
(You can also recalibrate your joystick by centering it and pressing CTRL-J.)



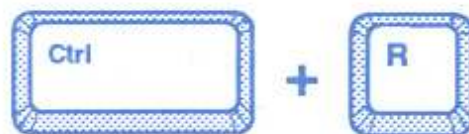
To activate keyboard control, press CTRL-K.



To turn the sound on and off, press CTRL-S.



To restart the game, press CTRL-R.

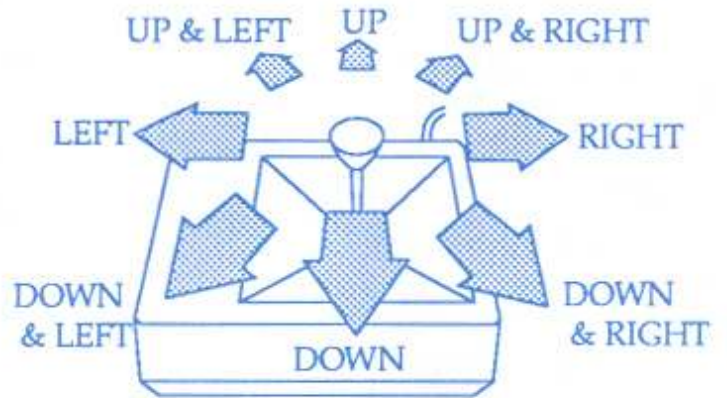
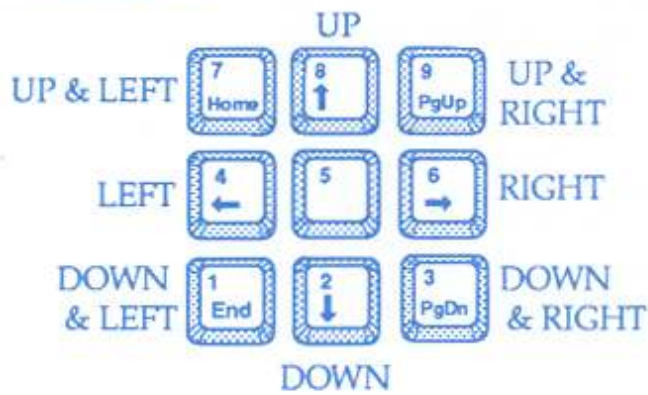


To quit the game and return to DOS, press ESC, and then select YES.

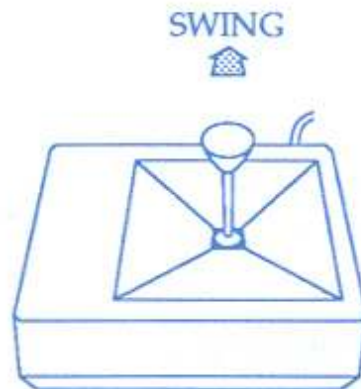
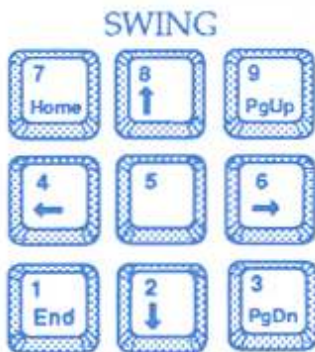
MOVING

You can move around and fight in the dungeons using the keyboard or a joystick.

WALKING



SWINGING OUT OF A PIT



Once you fall into a pit trap, don't panic! Just hang for a second, and then push the joystick (or press 8 on your keypad) three times to hopefully swing up and out of danger.

SHOOTING A FIREBALL

On a joystick, press the fire button to shoot a fireball.

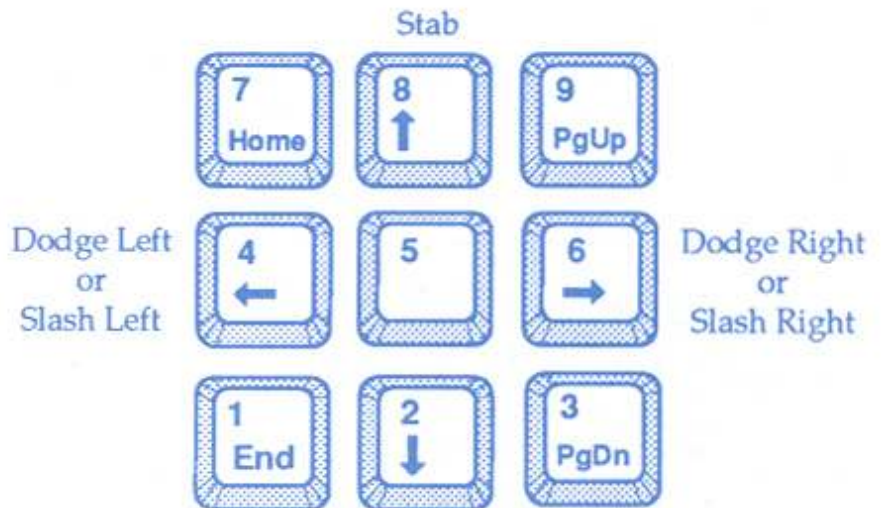
On the keyboard, press Right-Shift to shoot a fireball (the game calls the Shift key a fire button).

COMBAT

USING THE KEYBOARD

To dodge, hold down a direction and then press **Enter**.

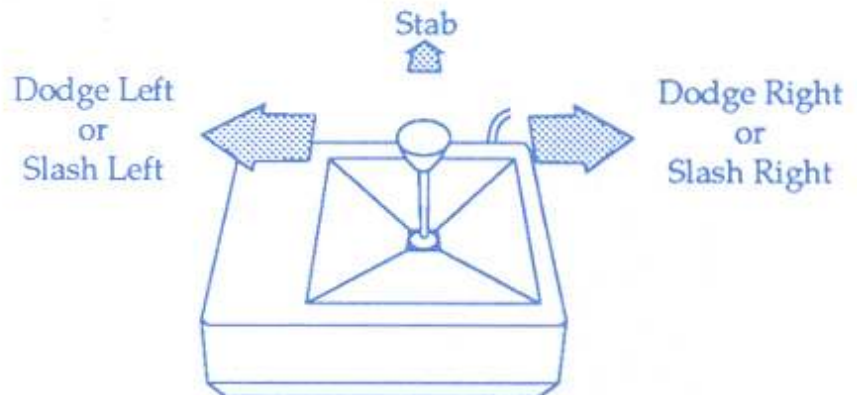
To slash, hold down a direction and then press **Right-Shift**.



USING THE JOYSTICK

To slash or stab move the joystick and then press **Button 1**.

To dodge, move the joystick right or left and then press **Button 2**.

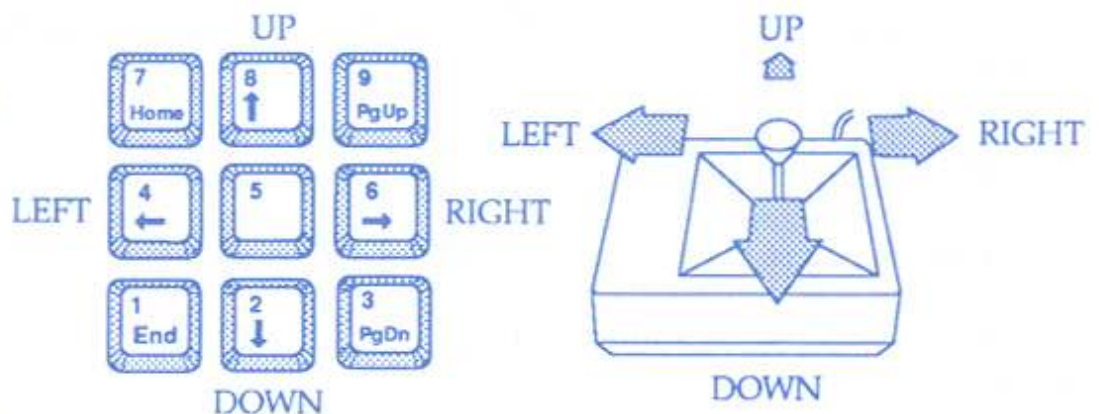


IN THE WIZARD'S PACK

To view the content of your pack, press **Enter** or **Joystick Button 1**.

To use an item, move the cursor to it and then press **Enter** or **Joystick Button 1**.

To leave the pack without choosing anything, select gold. Don't worry you can't drop gold.



READING TEXT

Press **Right-Shift** or Joystick Button 1 to speed up the text.

USING A CERTIFICATE

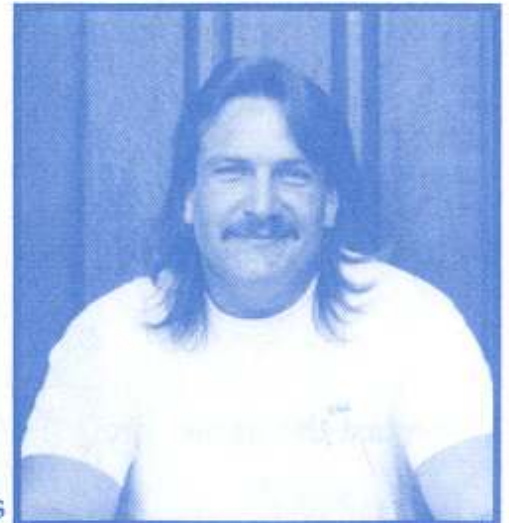
When you complete a level of the dungeon, you're given a password, called a *certificate*, that you can use to return to your place the next time you play The Immortal.

To resume your progress in the dungeon at a level you've reached before, use the keyboard to enter the certificate you were given at that level, and then press **Enter**.

If you die and want to continue playing at the beginning of the same level you just failed to complete, don't type anything at the certificate screen. Just hit **Enter** or press the fire button, depending on the controls you're using.

ARTIST BIO

Ken Hurley is responsible for bringing The Immortal to the IBM. He's been programming personal computers almost since they were invented, and he's been slaving on IBM Personal Computers for over six years. For a while he ran his own software business, Monarch Development, and then he came to us here at Electronic Arts. He's been riding shotgun on a number of projects, most recently *Chuck Yeager's Air Combat Trainer 2.0*. He flirts with death weekly, indulging in such activities as sky diving, scuba diving, snow and water skiing, and trying to beat deadlines. He claims the distinction of being one of only a half-dozen Heavy Metal Programmers in the industry, half of which bang their heads here at EA. Lucky for us, the two people who like elevator music work on the other side of the building.



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TECHNICAL SUPPORT

PROBLEMS WITH THE GAME?

First, please make sure you have read the installation and/or "Getting started" section of your manual or command summary card thoroughly. If you have followed the directions in the documentation, and are still having trouble installing or operating the software, here are some hints that might help solve the problem. Before attempting any of the following suggestions, please make sure you are familiar with the DOS commands being used. Consult your DOS manual for more information.

TSRs/Device Drivers/DOS Shells

TSR stands for Terminate Stay Resident. A TSR is a program, like SideKick®, that automatically executes itself when you start up your computer from a hard disk. They are generally installed in your *AUTOEXEC.BAT* file. Device drivers and DOS shells also get automatically loaded. They are usually installed in your *CONFIG.SYS* file.

These TSRs or Device drivers sometimes interfere with games, or take up valuable memory the game may need, and it is generally recommended that you not run any such programs, device drivers, or shells when attempting to install or play a game.

DOS Boot Disk

If you are having trouble installing, experiencing unusual lockups, or other problems that do not appear normal, we suggest you try starting up your system with a DOS Boot disk. Here are the steps for creating a DOS boot disk. Please follow these steps exactly.

1. To create a DOS disk you need a blank disk the same size as your A: floppy disk drive.
2. Type C: and press Enter.

3. Put the blank disk into drive A:.
4. Type `FORMAT A:/S` and press Enter.

If you are formatting low-density disks on a high-density drive, use the following commands:

For a 5.25" low-density disk, type: `FORMAT A: /S /N:9 /T:40`

For a 3.5" low-density disk, type: `FORMAT A: /S /N:9 /T:80`

You are prompted to insert a blank disk into drive A. Do so if you haven't. Press Enter.

5. Once the disk is finished formatting you are asked whether you wish to format another or not, type N and press Enter.
6. You now have a DOS boot disk. You can start your computer from this disk by inserting it into the A: drive and restarting your machine. Your computer boots up to the A: prompt. This boot disk bypasses the `AUTOEXEC.BAT` and `CONFIG.SYS` on your hard drive and starts up your computer in as clean a DOS environment as possible. Try reinstalling the software if you were having trouble doing so, or try starting the software from the drive and directory you installed to. If the software you are trying to run requires a sound driver or mouse driver, don't forget to execute those before starting your game.

We have a new address in Australia! For customer support in Australia, contact: Electronic Arts Pty, Ltd., P.O. Box 539, Ashmore City, QLD 4214. Phone: (008) 074-277.

For additional addresses and information, see The Immortal user manual.

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