# Game Manual



COMPANIONS OF

XANTH™
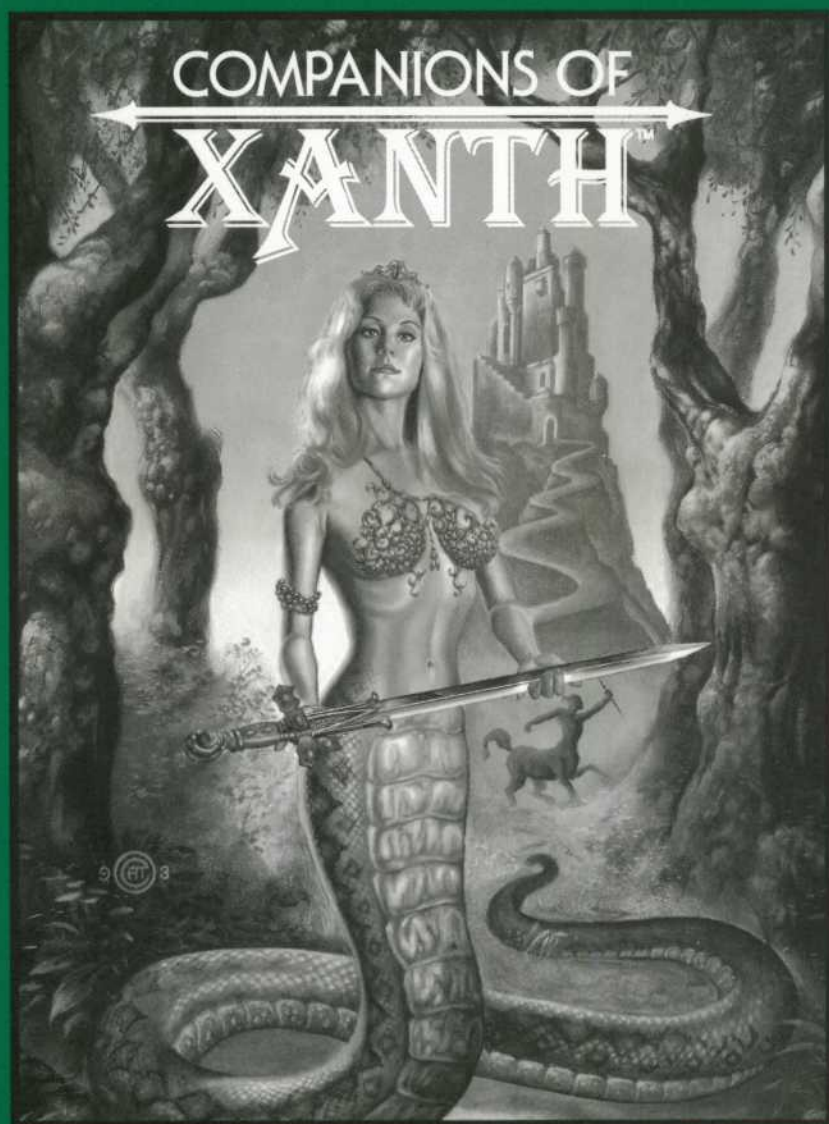
# What Is A LEGEND Adventure Game?

In an adventure game from Legend, you become the main character in an evolving story that takes place in a world populated with interesting people, places, and things. You see this world through your main character's eyes, and you play the game by directing his actions.

Like a book or a movie, the story unfolds as you travel from place to place, encountering situations which require action on your part. You can think of each of these situations as a puzzle. The key to solving these puzzles will often be creative thinking and clever use of objects you have picked up in your travels. You will get points as you solve puzzles, and your score will help you monitor your progress.

Throughout the game the richly textured graphics, prose, and music will draw you into a spellbinding adventure that could only be brought to you by the master storytellers of Legend Entertainment Company.

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## Technical Support

| | |
|---|---|
| CompuServe E-Mail | 72662,1021 |

(NO HINTS WILL BE GIVEN ON THIS NUMBER)
From the continental U.S. call toll free

| | |
|---|---|
| 9:00 a.m. - 5:00 p.m. weekdays EST/EDT | 1-800-658-8891 |
| From Europe (Accolade Europe) | 081-877-0880 |
| From Canada and all other locations | 703-222-8515 |

9:00 a.m. - 5:00 p.m. weekdays EST/EDT

## Hint Information

24-Hour Hint Line

| | |
|---|---|
| From the continental U.S. | 1-900-933-CLUE |

1-900-933-2583 $.75 for the first minute,
$.50 for each minute thereafter)

Hint books are available - call 1-800-658-8891 or 703-222-8515 to order ($9.95 + shipping/handling)

## Executive Offices

(Please do not call this number for technical assistance or hint information)

**Legend Entertainment Company**
P.O. Box 10810
14200 Park Meadow Drive
Chantilly, Virginia 22021
703-222-8500

# Table Of Contents

Even if you are an experienced adventure game player who thinks that instruction manuals are best used as confetti at sporting events, you should still read the sections with names in **bold** for valuable information about this game.

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In addition to this manual, your game package should contain the following elements:

**Either a set of 4 - 3 ½" High Density Disks OR CD-ROM Disc**
**Warranty Card**
**Paperback book, "Demons Don't Dream" by Piers Anthony**

*Your game package does not include the 3-D glasses or Com-Pendium that come in the fictional game within the game.*

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# Installation
# Floppy Disk Version

1. Make backup copies of the disks.

2. Make sure you have at least 8,000,000 bytes of free space on your hard drive.

3. Insert Disk #1 in your floppy drive, log on to that drive by typing **A:** or **B:**. Then type **INSTALL** to start the installation program and follow the directions on the screen.

4. If you have a mouse, be sure you have loaded the mouse driver.

5. The installation program will create a batch file named LEGEND.BAT in the directory that you specified. To start the game change into the game directory and type **LEGEND**.

After installation, you can change configuration options (like your music card or IRQ settings) by running the INSTALL program again from the game directory on your hard disk.

## Installation
## CD-ROM Version

You can play this game with either a minimum, partial or total installation to your hard disk. To fully understand your options, review the README file on the CD-ROM disk and follow the instructions. We recommend that you check to make sure your mouse driver is loaded and that you have enough free memory to load and play the game.

To access the README file:

1. Place the game CD in your CD-ROM drive.

2. Switch your DOS prompt to the drive letter for your CD-ROM drive. You can do this by typing the CD-ROM drive letter followed by a colon, then pressing the **<ENTER>** key. For example, if your CD-ROM drive is set up as drive D: then you would type **D:<ENTER>**.

3. To view the READ.ME text file, type **TYPE READ.ME | MORE**.

Now, select an installation option and type **INSTALL<ENTER>** to run the installation program. Follow the installation instructions on the screen.

The installation program will create a file named LEGEND.INI in the directory you specified on the hard disk. When you start the game this file will provide the information necessary for the game to recognize your configuration without special command line parameters or batch files. You may still use command line options (see *Configuration Options*) to override the INI file temporarily.

If you have chosen to run the game with a minimum installation, you will need to change directories to the \XANTH directory on the CD-ROM before running the game. Then type **XANTH <ENTER>**.

To run the game with either the partial or total hard disk installations, you will need to change directories to the game directory on your hard disk and type **XANTH <ENTER>**.

**IMPORTANT**: You must have at least 580,000 bytes of free conventional memory in order to run the game without errors. Use the **MEM** command from DOS to verify that you have enough RAM.

## Playing The Game

With *Companions of Xanth*, Legend introduces a new graphic adventure game system. The new system was designed to be intuitive and easy to use, but we have also included a complete on-line tutorial to introduce you to the basic concepts of game play. The best way to learn your way around it is to start the game, watch the tutorial, and then "noodle" with the game for awhile.

### ON-LINE TUTORIAL
To access the tutorial, simply start the game and press **<ESC>** to bypass the intro, then click on the "system" button (the little black disk), and finally click on **HELP**.

### SYSTEM OVERVIEW
For all you experienced gamers who can't wait to get started, here are the highlights of our new system:

1. The picture is a representation of what you (as the game's main character) are seeing.

2. Below the picture is a small text window that provides feedback about your actions.

3. Inventory objects appear as icons in the two "trays" at the bottom of the screen.

4. A compass rose is used for movement. Valid exits are lit up in bright white.

5. A cluster of buttons below the compass rose provides access to the game map, an **UNDO** button, and system options such as **HELP**, **SAVE**, **RESTORE**, **MUSIC** options, and **QUIT** to DOS.

6. You communicate with the game by building commands. These commands are created by clicking on picture objects, inventory icons, and verbs. You can enter commands using both object-verb syntax (click on an object and then a verb) and verb-object syntax (the more traditional form of command input).

7. The names of game objects will "light up" as you move the mouse cursor over the objects in the picture and in your inventory.

## Keyboard Shortcuts

Here is a handy list of keyboard functions for those of you who like to play using a combination of mouse and keyboard inputs.

**COMMAND FUNCTIONS**

| | |
|---|---|
| <F1> | WAIT |
| <F2> | SYSTEM options |
| <F3> | MAP |
| <F4> | UNDO |
| <F5> | SAVE |
| <F6> | RESTORE |
| <F7> | DISABLES AND ENABLES ANIMATION |

**MOVEMENT**

| | |
|---|---|
| Left arrow | Move West |
| Right arrow | Move East |
| Down arrow | Move South |
| Up arrow | Move North |
| Page Up (Pg Up) | Move Northeast |
| Page Down (Pg Dn) | Move Southeast |
| Home | Move Northwest |
| End | Move Southwest |
| Insert | Go Up |
| Delete | Go Down |

**VERBS**

| | |
|---|---|
| "C" | Close |
| "G" | Take |
| "L" | Look |
| "O" | Open |
| "P" | Put |
| "T" | Talk |

**OTHER**

| | |
|---|---|
| "S" | Save |
| "R" | Restore |
| "U" | Undo |
| "Q" | Quit |
| "H" | Help |

## Programming The Right Hand Mouse Button

In default mode, pressing the right hand mouse button will clear the command line. However, you can also program this button to execute a command using a specific verb. To do this, move the mouse cursor over the verb you want to select and then click the right mouse button. Now right-click on an object and the verb you selected will "act" on it. For example, if you right-clicked on the verb **OPEN**, and then right-clicked on the door, the door would open.

The verb will remain selected until you restore to the default mode. Do this by either clicking on another verb or by right-clicking over an inactive part of the screen.

## Configuration Options

You can change your configuration at any time by re-running the INSTALL program from your game directory. If you wish to override any of the defaults for the game configuration without re-running INSTALL then you may type one or more of the following options, separated by spaces, after typing **XANTH** on the MS-DOS command line:

**XMOUSE**   Overrides the default Microsoft mouse driver display routines. Use if you experience problems with your mouse.

**ADLIB**   Causes music to be played through an AdLib Music Synthesizer Card, if present.

**BLASTER**   Disk Version: Causes music to be played through a Sound Blaster card, if present. You may set the IRQ number and I/O address for your Sound Blaster card by typing: **XANTH BLASTER <irq number> <i/o address>**.

CD-ROM Version: Causes music, sound effects and voices to be played through a Sound Blaster card, if present. You may set the IRQ number and I/O address for your Sound Blaster card by typing: **XANTH BLASTER <irq number> <i/o address>**.

**MT32**   Causes music to be played on a Roland MT-32 (or compatible) sound module, if present. You may set the IRQ number and I/O address for your MIDI interface by typing: **XANTH MT32 <irq number> <i/o address>**.

**NOREAL**   Stops sound effects from being played.

So, for example, if you have a Sound Blaster sound board on IRQ 7, you would type **XANTH BLASTER 7 <ENTER>** at the MSDOS system prompt.

Refer to the next section, *Music and Sound*, for more information on music card configuration.

## Music And Sound

*Companions of Xanth* supports the following music technologies:

Creative Labs Sound Blaster (and compatible)
AdLib Music Synthesizer Card (and compatible)
Roland MT-32 and compatible MIDI sound modules including
    Roland's MT-100, CM-32L, and LAPC-1
RealSound™

If you have a Sound Blaster or compatible sound board, you're in luck! This is the only sound technology that will allow you to hear music, sound, and voice simultaneously.

If you have an AdLib or compatible sound board, you can hear either music or sound effects. Due to the limitations of the AdLib technology you will not hear voice, or simultaneous music and sound effects.

MT-32 support will give you some of the most beautiful music in the business, but without a Sound Blaster, you will not hear sound effects or voice. However, if you have both, you can play music on your MT-32 and sound effects and voice on your Sound Blaster. Wow! Game player's paradise.

If your machine has a built in speaker, you will hear sound effects through RealSound™ technology even if you do not have a sound card. RealSound is a Patent Pending technological breakthrough and is compatible with virtually all currently available machines. If your machine beeps when you turn it on, it is compatible with RealSound. Unfortunately, RealSound does not support voice.

### ROLAND MT-32, MT-100, CMM-32L, AND LAPC-1 OWNERS

To use your MIDI sound module, make sure your equipment is configured as described below and as illustrated on the accompanying diagram. LAPC-1 owners may ignore items 1, 2, and 3.

1. A PC to MIDI Interface card is installed in your PC.

2. The PC to MIDI Interface card is connected to an MPU-401 or compatible MIDI Interface or MIDI Processing Unit.

3. A MIDI cable is connected from a MIDI OUT connector on the MIDI Interface to the MIDI IN connector on your sound module.

4. The audio output jacks on your sound module are connected to the audio input jacks on your amplifier or stereo.

5. One or two speakers are attached to the speaker connectors on your amplifier or stereo.

If you are having trouble getting your MIDI sound module to operate, the difficulty can probably be traced to one of two causes. First, you may have two cards in your computer that are set to the same IRQ. If this is the case, you can change the IRQ value for one of the cards by using the card's jumpers or switches (although some cards do not allow this). Consult the manual that came with your MIDI interface.

The second possibility is that your MIDI interface may be set to an IRQ other than the default value of 2 and/or an I/O address other than 330. In this case, you must specify the appropriate IRQ value and/or I/O address in the command line when you start the game. For example, to use a MIDI interface card set to operate on IRQ 5 and I/O address 300, you should start the game by typing:  **XANTH MT32 5 300**.
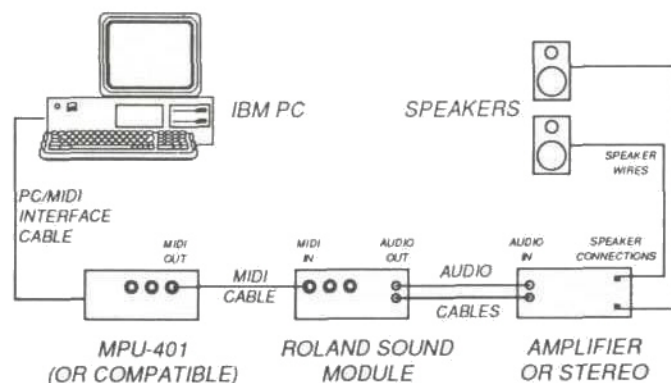


**MIDI Wiring Diagram for Roland MT-32, MT-100, and CM-32L**

You can save the game at any point by clicking on the disk icon, then selecting **SAVE**. **SAVE** allows you to define a point which you can return to if you are "killed" or if you just want to turn off your computer for a while.

When you choose the **SAVE** option you will be asked to name the **SAVE** file. Choose a name that will remind you of where you are, like "**Finished with Village**" or "**Solved Book Puzzle**." The description of the saved game can have up to 30 characters in it.

In the course of playing this game, you may create up to 128 simultaneous **SAVE** files. You can delete **SAVE** files by pressing **<ALT><D>** when the highlight bar is positioned over the name of the saved game. If you pick the name of an already existing file when you save, the original file will be erased and the new file will take its place. You can edit an existing description by moving the highlight bar to the appropriate line and pressing the space bar or single-clicking on the description if you have a mouse. **<ENTER>** or a double-click will save your current game with the new description.

When you are ready to return to a place you have saved, click on **RESTORE** (from the system option menu). As a reminder, a list of your previously saved games will appear in the **RESTORE** window. When the game asks you for a description, move the highlight bar to the description you want and press **<ENTER>** or type in a new description. If you type in the beginning of a valid description and hit **<ENTER>**, the game will automatically match it and fill in the rest of the name. Once you have entered a valid description, you will return to the spot you left as if you had never been away. You will have the same score, inventory, status, etc. that you had when you left. If you want to stop playing, use the **QUIT** command. However, if you quit without saving, you will have to start from the beginning of the game the next time you play.

## Helpful Hints

Here are eight pieces of advice for novices, or even for old pros who are just plain stuck.

1. **Talk to your Companion!** If you're stuck on a puzzle, try talking to your Companion. He or she will most likely have some valuable advice.

2. **Crime pays.** TAKE everything that isn't nailed down.

3. **Keep your eyes open.** EXAMINE things that you come across; you'll get extra tidbits of info.

4. **Two heads are better than one.** Play with a friend, relative, spouse, lover, etc. Even your pet cat may think of something you've overlooked.

5. **Adventuring can be a dangerous business.** SAVE early, SAVE often.

6. **Use the LOOK command.** This will give you a verbal description of the room you are in, and it may draw your attention to some objects that you have overlooked.

7. **Take it slow.** Examine pictures carefully!

8. **If at first you don't succeed....** If you get stuck at some point, do not go away mad, just go away! Come back later with a fresh mind.

If you get *really* stuck on a puzzle or can't figure out where to go next, we suggest that you either call our 24-hour automated hint line, or call us and order a hint book. Turn to the front inside cover of this manual for specifics.

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**A Special Hint....** At the beginning of *Companions of Xanth* you will receive a package from Ed containing a CD-ROM game. After opening the package, open the CD-ROM drive located directly below the floppy drive, and insert the CD-ROM disc.

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## About The Author

Michael Lindner lives in McLean, Virginia with his wife, Heather, and their ferocious dog, Nigel. When not working on adventure games, Michael has his body placed in a cryogenic stasis for years at a time, tended by his devoted wife. Michael enjoys music, reading, and vegetation. He detests cooked carrots, large flying insects, and light pollution.

Michael is especially concerned about accurate product labeling and urges the purchaser of this product to heed the following warnings:

1. This product is constructed entirely of ultra-microscopic electrically charged particles traveling at tremendous speed. Handle with care.

2. This product contains only matter. Any inadvertent contact with antimatter will result in an immediate explosion. Stand clear and wear proper eye protection in this eventuality.

3. All matter in this package is part of an expanding universe which will eventually collapse into an infinitesimally small space. This product is not guaranteed to operate properly in any universe resulting from the ensuing expansion.

# Credits

*Companions of Xanth* is based on the book, "Demons Don't Dream"
by Piers Anthony

**Game Design and Programming**..................................Michael Lindner

**Game Design Assistance and Steerage** ............................Bob Bates

**System Design**....................................Michael Lindner, Mark Poesch
Duane Beck, Mike Verdu

**System Programming**................................Mark Poesch, Duane Beck

**Graphics System and High Magic** ................................Mark Poesch

**Dialogue System and Troll Games** .................................Duane Beck

**Music System**..................................................Michael Lindner

**Help System** ...........................................Mark Poesch, Mike Verdu

**Other System Programming**........................Mark Poesch, Duane Beck,
Michael Lindner, Glen Dahlgren,
Chip Kerchner

**Cut Scene Writing**.......................................................Bob Bates

**Art and Music Direction**.........................................Michael Lindner

**Room Art and Animations** ..............................................Paul Mock

**Background Art**...............................Kathleen Bober, Chris Grandstaff,
Tim Knepp, Chris Angrisani,
Bob Lynch, Mark Poesch

**Cut-Scene Animations**...........................................Anne-Marie Cox

**Audio Engineering** ....................................................Arfing Dog

**Audio Production**..................................................Kathleen Bober

**Audio Direction**..................................................Michael Lindner

**Video Production**........................................Paul Fuqua, Fil Hunter
Robin Reid, Michael Lindner
Mark Poesch, Kathleen Bober

## Actors

| | |
|---|---|
| Nada Naga | Laura Dunn |
| Jenny Elf | Kim Hunter |
| Kim Mundane | Pamela Melton |
| Cyrus Merman (Human) | David Beattie |
| Dug Mundane | Fil Hunter |
| Sammy Cat | Moxie Cat |

## Voice Actors

| | |
|---|---|
| Nada Naga, The Deerfly | Lois Wolf |
| Jenny Elf | Jordana Luks |
| Merci Demoness, The Copperhead | Allyson Currin |
| Demon Earth, Demon Xanth, The Yak, Edsel | Eric Cody |
| Grundy Golem | David Hilder |
| Com-Pewter, The Firearm | Bruce Norris |
| The Headman, Fairy Nuff | John Dow |
| The Eye Screen, The Pail, The Tree, Cumulo Fracto Nimbus, Pia's Dad | Scott Bennett |
| Kim Mundane | Arianne Bennett |
| Ma Anathe, The Ogress | Kasia Bober |
| Magician Humfrey | Paul Osborne |
| The Troll | Richard Dorton |
| The Guardian | John Kidner |
| Cyrus Merman, Che Centaur, Dug | Daniel L. Poole, Jr. |
| Merci Mermaid | Ellen A. Page |
| The Ogre Boy | F. Chambless Bittner |
| Eye Behind the Door | Michael Lindner |

**Music Composition**....................................Arfing Dog, Eric Heberling,
Tony Bernetich

**Adlib/Sound Blaster Transcriptions** .............................Glen Dahlgren

**Sound Effects**....................................................Glen Dahlgren

**Disk Version Testing**...............Alyssa Verdu, Jeff Childress, Ed Storozuk,
Josh Schriftman, Bob Bates, Mark Poesch,
Duane Beck, Chip Kerchner

**CD-ROM Version Testing** .......................Alyssa Verdu, Jeremy B. Lam, Joven J. Malazzo, Bob Bates, Mark Poesch, Duane Beck, Chip Kerchner

**Package Design and Production**.....................Peggy Oriani

**Production Assistance** ............................Rosie Freeman

**Game Manual** ........................................Mike Verdu

**Cover Painting** ....................................Cathleen Thole

**Patience Beyond Reason**....................................Heather Anne Peck

**Good Will Beyond Reason**..........................Sharon Separ, Alan Zucker David Landis, Ellen Neuborne, Alyssa Verdu Kathleen Bober, Heather Hicks-Beach

CD-ROM Audio recorded at Reuben Schmeuben, White Plains, Maryland

# Help! Troubleshooting And Technical Assistance

Some common problems and their solutions are described in this section. If your problem is not addressed, first make a boot floppy by exactly following the instructions in the next section. If this does not solve your problem, please call our Technical Support Department at one of the numbers listed in the front of this manual for specific help.

When calling Technical Support please have information available about your system configuration, DOS version, type of graphics adapter card, and sound card. It is most helpful if you are at your computer when you call so that we can walk you through the problem.

If you would like game hints, callers within the continental U.S. may call our 24-hour automated hint line at 1-900-933-CLUE (1-900-933-2583). You can order a hint book ($9.95 plus shipping and handling) by calling 1-800-658-8891, or 703-222-8515 (NO HINTS WILL BE GIVEN ON THESE NUMBERS). You might also try dialing with a modem into one of the on-line services where you can talk to real live gamers who have probably been stuck at the same place you are.

If you are a member of CompuServe, type the command **GO GAMCPUB** at any ! prompt to get to Legend Entertainment's support area (Section 7), or contact our Customer Support Department at ID 72662,1021.

If you are not a member of CompuServe, join today by calling 1-800-524-3388. Speak to Representative 512 and receive a FREE introductory membership which includes a $15 usage credit.

### I've got an MT-32 and do not hear any music

If you have a Roland MT-32 (or compatible) sound module and you are not hearing any music, start the game with the command XANTH MT32. If you are still not hearing any music, the difficulty can probably be traced to one of two sources:

1. You may have two cards in your computer that are set to the same IRQ. If this is the case, change the IRQ value for one of the cards by using the card's jumpers or switches. Some cards may not allow this. Consult the manual for the card for more details.

2. Your MIDI interface may be set to an IRQ or an I/O address other than the default values of 2 and 330, respectively. In this case, you must specify the appropriate IRQ value or I/O address in the command line when you start up the game. For example, to use a MIDI interface card set to operate on IRQ 5 and address 300, you should start the game by typing **XANTH MT32 5 300**.

### I own an AdLib (or compatible) sound card and I'm not hearing any music

If you have an older AdLib sound card without a Sound Blaster compatible DAC, you may need to start the game by typing XANTH from the command line in the game directory.

### The game crashes near the beginning

If you get a crash when you start up the game, make sure you have taken all of your TSR (Terminate and Stay Resident) programs out of RAM. You need at least 580,000 bytes of free memory to avoid low memory problems. To solve this problem, follow the instructions in the next section entitled, *Creating a Boot Floppy*.

### The mouse cursor isn't anywhere to be seen

If the mouse doesn't seem to be working, make sure you install the mouse driver before you start up the game. You can usually accomplish this by typing **MOUSE <ENTER>** from the MS-DOS prompt. If you get a "Bad command or file name" error, find out where the mouse driver lives on the disk or consult the documentation that came with your mouse and its driver software.

### I'm having trouble completing commands

On a slow machine the mouse cursor may flicker and create control problems when there is animation on the screen. You can eliminate this problem by pressing **<F7>** to disable animation.

### I start the game, play for a few turns and then the program "goes to lunch"

If the game hangs in the first few rooms and you have a Sound Blaster or compatible card, you most likely have an IRQ conflict. You should check the IRQ and address information for your card and change the configuration using the INSTALL program.

If you are using DOS 6.0 or higher, QEMM, or 386MAX, you should be able to optimize your CD-ROM configuration. All of these products come with tools which should enable you, under normal circumstances to create at least 600k of free memory. Although our development machines have CD-ROMs and network cards, we typically have between 605k and 634k of free memory using a variety of the memory managers described above.

### Diamond Stealth graphics card users – if your screen fills with green and yellow garbage during some of the animations, such as, the bubbling fluids in the test tubes near the Fairy Nuff

Exit from the room with the animation that is causing the trouble. Disable animation with the **<F7>** key. When you return to the picture with the problem, the garbage should be gone. You can re-enable animation with **<F7>** once you have gotten past the room with the problem.

### I've never had a problem like this before...

Don't panic, chances are you are getting interference from a forgotten TSR. Turn to the next section and create a boot floppy by following the instructions exactly. If you are still having problems, please call our Technical Support Department at one of the numbers listed at the front of this manual.

## Creating A Boot Floppy
## Floppy Disk Version

If you are suffering from problems that you cannot explain, the procedures outlined here may help.

If you have DOS 6.0 or 6.1 you may bypass your AUTOEXEC.BAT and CONFIG.SYS by pressing **<F5>** or single step through these files by pressing **<F8>**. Read your DOS manual for further help.

For other versions, the steps below will allow you to boot your machine from a clean system boot disk, uncluttered by autoloading TSRs, device drivers, and complicated CONFIG.SYS files. To create a boot floppy, it is easiest to use the automatic feature in the install program. Simply return to the DOS prompt in the directory where you have installed this game. Then type **INSTALL <ENTER>**. From the installations options menu, choose "create a bootable disk" by using the arrow keys and pressing **<ENTER>**. The program will direct you to insert a blank disk at the appropriate time and will let you know when the boot disk has been created.

Now reboot your computer with this disk still in your A: drive. When the boot process is complete you will see this DOS prompt:
A:>. Then:

1. Type **C: <ENTER>**.

2. Type **MOUSE <ENTER>**. (If you get a "Bad command or file name" error, find out where the mouse driver lives on the disk or consult the documentation that came with your mouse and its driver software.)

3. Type **CD** and then the name of the directory where you have installed the game, or **CD XANTH** if you have used the default directory. Then, hit **<ENTER>**.

4. Type the appropriate command as listed in *Configuration Options*.

This same process may be duplicated manually by following these steps:

1. Find a blank diskette for your A: drive.

2. Insert the blank diskette in the A: drive and close the drive door.

3. Type **DIR A: <ENTER>**.

4. If you see any files listed, you need to go back to step 1 because the disk is not blank and if you continue from here you will wipe out everything on the disk.

5. Type **FORMAT A:/S <ENTER>**.

6. Type **N** when DOS asks if you want to format another diskette.

7. Type **DIR A: <ENTER>**.

8. You should see COMMAND. COM listed in the newly formatted disk's directory. If you do not, type **COPY C: \COMMAND.COM A: <ENTER>**.

9. Type **A: <ENTER>**.

10. Type **COPY CON CONFIG.SYS <ENTER>**; the DOS prompt is now gone, but the cursor is still there.

11. Type **FILES=20 <ENTER>**.

12. Type **BUFFERS=20 <ENTER>**.

13. Hold down the **<CRTL>** key and hit **Z <ENTER>**.

DOS tells you it copied one file and the DOS prompt is back on the screen. Congratulations! You just made your own DOS system configuration file on your own DOS system boot floppy. Now reboot your computer with this diskette still in your A: drive. When the boot process is complete you will see this DOS prompt: A:>

14. Then type **C: <ENTER>**.

15. If you are not using a mouse, you may skip this step. If you are, then type **MOUSE <ENTER>**. (If you get a "Bad command or file name" error, find out where the mouse driver lives on the disk or consult the documentation that came with your mouse and its driver software.)

16. Type **CD XANTH <ENTER>**.

17. Type the appropriate command as listed in *Configuration Options*.

## Creating A Boot Floppy
## CD-ROM Version

If you are suffering from problems that you cannot explain, the procedures outlined here will allow you to boot your machine from a clean system boot disk, uncluttered by autoloading TSRs, device drivers, and complicated CONFIG.SYS files. To create a boot floppy, it is easiest to use the automatic feature in the install program. Simply return to the DOS prompt in the directory where you have installed this game. Then type **INSTALL <ENTER>**. From the installations options menu, choose "create a bootable disk" by using the arrow keys and pressing **<ENTER>**. The program will direct you to insert a blank disk at the appropriate time and will let you know when the boot disk has been created.

Unfortunately, the lack of standards for memory managers, CD-ROM drivers, and even mouse drivers means that almost every computer's configuration is different. Although the INSTALL program will attempt to automatically perform the steps described here, you will need to verify that it did so successfully. In the event that it was unable to locate your CD-ROM or mouse driver, you will need to complete the Boot Disk manually.

The following instructions describe how to look at the CONFIG.SYS and AUTOEXEC.BAT files on your C: drive and then edit the respective files on your A: drive so that the information matches. If you need help with the EDIT program included with DOS 5.0 and higher, check your DOS User's Guide.

We recommend that first, you make a back-up copy of both your CONFIG.SYS and your AUTOEXEC.BAT. For specific instructions on how to do this, consult your DOS manual.

Now, switch to your C: drive.

1. Input **<TYPE CONFIG.SYS>** to view this file.

2. Write down the DEVICE= or DEVICEHIGH= line that references the CD-ROM driver. It may look like this: DEVICEHIGH=C:\CDROM\DD250.SYS /D:MSCD001 /C:00 /M:20 /I:5 /P:340

3. Input **<TYPE AUTOEXEC.BAT>** to view this file.

4. Write down the line that contains the MOUSE driver. It may look like this: LOADHIGH C:\DOS\MOUSE.COM. The mouse driver path may also be defined in other ways including:

   C:\DOS\MOUSE.COM
   C:\WINDOWS\MOUSE.COM
   C:\MOUSE\MOUSE.COM

LMOUSE.COM
MOUSE.EXE
MOUSE.COM

5. Write down the line that contains the MSCDEX drivers. It may look like this: LOADHIGH C:\DOS\MSCDEX /D:MSCD001 /M:10 /E /L:D

   Please note that </L:D> designates the CD-ROM drive letter that corresponds to your CD-ROM drive.

Now, go to your A: drive.

6. Type **<EDIT CONFIG.SYS>**  Verify that the line you wrote down in step 2 is contained in this file. If you see <old cd-rom driver>, you will need to edit the line to match. Save your changes.

7. Without exiting the EDIT window, type **<ALT><F>** to access the file menu. Choose OPEN and then on the command line, type in **AUTOEX- EC.BAT <ENTER>**.

8. Now, check the screen for the MOUSE line you wrote down in step 4 (from the AUTOEXEC.BAT file on your C: drive). If the code now on your screen is incorrect or missing, edit it now to match what you wrote down. Save your changes.

9. Check also for the MSCDEX line you wrote down in step 5 (from your AUTOEXEC.BAT file on your C: drive). As in the previous step, edit the file to match the lines you wrote down. Save your changes.

10. Exit the DOS EDIT window by typing **<ALT><F>** and selecting EXIT. Without leaving the A: drive, check to make sure that the contents of the AUTOEXEC.BAT files and the CONFIG.SYS files are identical on both the A: and C: drives. Use **<TYPE>** to view the contents of each.

If you are using disk compression, you will need to add disk compression specific commands from CONFIG.SYS and AUTOEXEC.BAT to the boot disk. If you are using DoubleSpace you can copy C:\DBLSPACE.INI to the boot floppy.

If you have any further trouble, please call Technical Support at one of the numbers listed at the front of this manual.

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