

# COMMAND SUMMARY CARD

## Fountain of Dreams™

### Installing the Game

#### Hardware Requirements

To play Fountain of Dreams you need an IBM compatible or Tandy personal computer with:

- at least one disk drive
- MS-DOS (version 2.1 or later)
- 512K RAM

#### Installing Fountain of Dreams

Before playing Fountain of Dreams, you must install the original disks by using the Install program on Master disk 1. You can install the original disks to:

- a hard drive (with 1.2 meg free disk memory)
- four 5.25 inch 360K floppy disks
- two 3.5 inch 720K floppy disks
- one high density floppy disk

#### Note to Floppy Disk Users

Format the disks to which you will install first. (See your DOS manual for information on formatting disks.) Make sure that the formatted disks do not have any bad sectors by using the CHKDSK command or you may not have enough space on the disks to install Fountain of Dreams. Label the disks Disk 1, Disk 2, etc., until all the disks you formatted are numbered.

Note that Fountain of Dreams will work only on one disk drive.

### Installing Fountain of Dreams on a Hard Disk

1. Boot your computer with DOS.
2. Insert the original program Disk 1 into drive A or B, and type **A:** or **B:**, depending on which drive you put the disk in, and press **Enter**.
3. Type **INSTALL** and press **Enter**.
4. Use the **↑↓** Arrow keys to select the appropriate graphics system for your computer (Tandy, EGA, or VGA or MCGA graphics). Press **Enter**.
5. Use the **↑↓** Arrow keys to select Hard or Ram disk, and press **Enter**.
6. Press **Y** if you have 1.2 megabytes of free memory. If you don't, press **Q**. This will quit the installation and return you to the DOS prompt.
7. Type **C** and press **Enter**. (We are assuming your hard drive letter is C. If it is not, type the appropriate letter and press **Enter**.)
8. A default directory named FOUNTAIN will be created. Press **Enter** if this name is acceptable. If you want to name the directory something else, press **C**, type the name you want, and press **Enter**.
9. Follow the onscreen prompts to switch disks and complete installing Fountain of Dreams.

### Installing Fountain of Dreams to Floppy Disks

1. Boot your computer with DOS.
2. Format four 5.25" floppy disks, two 3.5" floppy disks, or one high density disk, depending on which kind of disks your computer uses. Label them Disk #1, Disk #2, etc., until all the formatted disks are labelled.
3. Insert the original Master disk 1 into drive A or B and type **A:** or **B:**, depending on which drive you put the disk in, and press **Enter**.
4. Type **INSTALL** and press **Enter**.
5. Use the **↑↓** Arrow keys to select the appropriate graphics system for your computer (Tandy, EGA, or VGA or MCGA graphics). Press **Enter**.
6. Use the **↑↓** Arrow keys to select the format you are using (3.5", 5.25", or a high density disk) and press **Enter**.

7. Press **Y** if you have formatted the floppy disks you will need. If you haven't, press **Q**. This will quit the installation and return you to the DOS prompt.
8. Type **A:** or **B:**, depending on which drive you inserted Master Disk 1 into, and press **Enter**.
9. Follow the onscreen prompts to switch disks and complete installing Fountain of Dreams.

### Playing the Game

#### Playing Fountain of Dreams from a Hard Disk

1. Type **C:** and press **Enter**. (We're assuming your hard drive is C; if it isn't, type the appropriate letter.)
2. Type **CD\FOUNTAIN** and press **Enter**. Note: FOUNTAIN was the name given to the default directory when you installed the game. If you chose another directory name, type that instead of FOUNTAIN.
3. Type **FOD** and press **Enter**.
4. After the game loads, press any key to bypass the title screen and begin playing Fountain of Dreams.

#### Playing Fountain of Dreams from Floppy Disk

1. Insert Disk 1 into a disk drive and type **A:** or **B:** depending on which drive you inserted the disk into, and press **Enter**.
2. Type **FOD** and press **Enter**.
3. Follow the onscreen prompts to switch disks and begin playing the game.
4. After the game loads, press any key to bypass the title screen and begin playing Fountain of Dreams.



## Character Creation

You can create up to 3 Player Characters (PCs) at the beginning of Fountain of Dreams with the Character Creation Option Screen. You must create at least 1 PC to begin the game, and you can create PCs only before you have begun the game. Your PCs, along with any Non-Player Characters (NPCs) you recruit along the way, will constitute your adventuring party.

- A** Add or create a PC. Choose the PC's profession, name, and sex, and have distributed Bonus Attribute Points. (See the Fountain of Dreams manual for specific instructions). Then press ESC to return to the Character Creation Option Screen.
- E** Edit an already created PC's Attributes, Profession, Name, or Sex. You can Edit PCs only before you have begun to play the game. When you have finished editing a PC, press ESC to return to the Character Creation Option Screen.
- R** Remove a PC. You can Remove a PC only before the game has begun. A removed PC cannot be recovered.
- P** Begin playing Fountain of Dreams.
- 1-5** Adjust a PC's CON. A PC's CON (Constitution) is the amount of damage a PC can take before becoming unconscious. You can adjust this to a higher or lower number by pressing the number corresponding to the PC's Profession (1 for a Survivalist, 2 for a Vigilante, 3 for a Medic, 4 for a Hood, and 5 for a Mechanic). You can continue adjusting a PC's CON until you get the CON you want.

## General Gameplay Commands

**Party Movement** is controlled by the Arrow keys (↑ ← ↓ →) on the keypad. These keys control all movement, including overland travel, swimming, and climbing.

- A** Call up the Character Roster Screen.
- F1-F5** Call up individual PC and NPC Character Screens.

- E** Force an Encounter with an NPC or monster. This command is available when there is an NPC or monster visible on the screen that is not currently involved in an Encounter with the adventuring party.

- Esc** Cancel text messages.

## Character Commands

### Attributes

To use an Attribute, press the Function key (F1-F5) corresponding to the PC or NPC of your choice. Press the first letter of the Attribute, then press the appropriate Arrow key (↑←↓→) to indicate in which direction you want the PC or NPC to use the attribute, or press the Spacebar if you want the PC or NPCs to use the attribute in the space he's in.

### Items

Press F1 through F5 to call up the Character Screen of the PC or NPC you want to use an item in his inventory. Use the Up and Down arrow keys (↑↓) to scroll through the PC's or NPC's inventory, and then press the number of an item to select it.

- U** Use the item. Indicate in which direction you want to Use the item by pressing the appropriate Arrow key, or press the Spacebar if you want the character to use the item in the space where he is standing. Some items that operate at a distance use a crosshair for aiming. Position the crosshair with the cursor keys and press Return to use the item.
- T** Trade the item. Press the number, F1-F5, corresponding to the party member to whom you want to Trade the item.
- I** Ingest (drink or eat) an item. This command is available only for items that are edible.
- E** Equip or unequip armor or a weapon.
- L** Load or unjam a weapon.
- D** Discard an item. Once an item is discarded, it is gone forever.



**Esc** Cancel a command.

### **Skills & Mutations**

Use the Left or Right Arrow keys (→←) to select the Active Skills & Mutations list. Press the number of the Active Skill or Mutation that you want to use. If you are using the skill or mutation on a party member, press the Function key (F1-F5) that corresponding to that party member. If you are using a skill or mutation on an object or area, press the Arrow key (↑←↓→) indicating in which direction you want the party member to use the skill or mutation. Press the Spacebar if you want the party member to use the skill or mutation in the space where he is standing.

### **Character Roster Options**

These options are available when the Character Roster Screen is up; press **A** to bring up this screen.

- R** Reorder the character roster. Press the Function key (F1-F5) corresponding to the PC or NPC you want to be first in order, then the Function key of the PC or NPC you want to be second, then third, etc.
- B** Banish a PC or NPC. Once a character is discarded in this way, he is gone forever.
- L** Leave the Character Roster Screen and return to the game.

### **Encounter Options**

- H** Hire. Ask an NPC to join your party.
- L** Leave an encounter.
- A** Attack. Initiate combat. This will bring up the Combat screen.
- U** Use an item. Press F1 through F5 to select which party member you want to use an item; then use the Up and Down Arrow keys (↑↓) to scroll through that character's Inventory. Press the number next to an item to select it to Use.
- ESC** Cancel any command.

### **Combat Commands**

- E** Evade opponent(s) during combat; this decreases your chances of being hit.
- A** Attack an opponent. Choose the opponent or group you wish to attack by pressing the number that corresponds to that opponent or group.
- S** Single fire from an automatic weapon; this uses one bullet. This command is available only when an automatic weapon is equipped.
- B** Burst of fire from an automatic weapon; this uses several bullets. This command is available only when an automatic weapon is equipped.
- F** Full automatic fire from an automatic weapon; this uses an entire clip of bullets. This command is available only when an automatic weapon is equipped.
- L** Load an empty weapon or unjam a jammed one.
- W** Switch Weapons. Press the number corresponding to the weapon you want the PC or NPC to switch to; the new weapon will automatically be equipped.
- U** Use an item, Skill, or Mutation.
- D** Drop an item. Don't try to recover Dropped items later; for purposes of the game, a Dropped item ceases to exist.
- T** Trade an item to between party; press F1-F5 to indicate which member of the party you want to give the item to.
- Esc** Cancel any individual party member's command.
- Y** Use all selected commands
- N** Cancel all selected commands
- .** Speed up message scrolling
- ,** Slow down message scrolling

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