Command Summary Card
Wasteland™

Getting Started From A Floppy Disk

Never play Wasteland using the Master Disks. Boot your computer with MS-DOS (version 2.11 or later). To play Wasteland, you will need three blank formatted disks. Each disk *must* be blank and formatted! Consult your DOS manual if you are not familiar with the DOS FORMAT command. When you are done formatting each disk, label them Program Disk, Scenario Disk 1 and Scenario Disk 2.

After the disks have been formatted and labelled, at the A prompt insert the Wasteland Master Disk 1 into the A drive. (**Important Note to 3 1/2" Disk Drive Users:** If you are playing the 3 1/2" disk version, there will be only one Master Disk, and if you are using two disk drives you should run the program from the B drive **ONLY**) and type **setup<enter>**. The Option Screen will then appear with these choices:

1. Complete Set-Up
2. Create Program and Pictures Only
3. Create New Maps Only
4. Restart Game With Old Characters
5. Quit

Type **1** to select the first option. (The other options on this screen will be explained later.) Your computer will then ask "Play Wasteland on a hard drive? (Y/N)" Answer "no" and your computer will ask you how many floppy drives you are using, 1 or 2. (Note: If you are using 2 drives to play Wasteland, set-up the game on drive B.) Then the Display Configuration menu will appear with the following choices:

1. EGA/RGB
2. Tandy 16 Color/RGB or Composite
3. CGA/RGB
4. CGA/Composite

Choose the appropriate monitor display by selecting #1-4. This will not need to be done again unless you change your system set-up.

The computer will show you the options you have chosen and ask "Are these options correct (Y/N)?" Check them carefully and answer "yes" if they are. (Answering "no" will return you to the Option Screen.) Next you will be asked to insert the Master Disk 1, Master Disk 2 (or the single Master Disk if you are playing the 3 1/2" disk version), Program Disk, Scenario Disk 1 and Scenario Disk 2 in the drive(s) you are using over and over again in a seemingly random and meaningless order. This may seem arbitrary, and even a little cruel, but follow the onscreen prompts anyway. The game will start to be fun soon.

Getting Started On A Hard Drive
To install the game on your hard drive insert Wasteland Master Disk 1 into the drive. (Note: If you are using the 3 1/2" disk version of the game, there will be only one Master Disk) and type **setup<enter>** at the prompt where your disk is located. The Option Screen will appear with these choices:

1. Complete Set-Up
2. Create Program and Pictures Only
3. Create New Maps Only
4. Restore With Old Characters
5. Quit

Type **1** to select the first option. (The other options on this screen will be explained later.) Your computer will then ask "Play Wasteland on a hard drive (Y/N)?" Answer "yes" and the computer will ask for your hard drive letter (most are C). Type the appropriate letter, and the Display Configuration menu will appear with these choices:

1. EGA/RGB
2. Tandy 16 Color/RGB or Composite
3. CGA/RGB
4. CGA/Composite

Choose the appropriate monitor display by selecting #1-4. This will not need to be done again unless you change your system set-up.

This message will then appear on the screen: "Warning: You need at least 850,000 bytes of space free on your hard drive to transfer Wasteland." The computer will then show you the options you have chosen and ask "Are these options correct (Y/N)?" Check them carefully; if they are correct answer "yes" and a sub-directory called WASTELAN (that's not a typo,

there's no "D" at the end) will be created. (Answering "no" will return you to the Option Screen.) Follow the onscreen prompts. After Wasteland has copied itself onto your hard drive you will see instructions on how to run Wasteland.

Playing From A Floppy Disk
Note: If you are playing Wasteland with a mouse, it must be a Microsoft™ or Microsoft™-compatible mouse. Make sure your mouse driver is loaded before loading the game. See the manual that came with your mouse for instructions.

To load Wasteland boot with MS-DOS 2.11 or higher, insert the newly created Program Disk in drive A and at the A prompt type:
wl<enter>
(**Important Note To 3 1/2" Disk Drive Users:** If you are using two disk drives, you should run the program from drive B **ONLY**.)

The program will load automatically. Press **<enter>** to proceed past the opening screen and follow the onscreen prompts.

Playing From A Floppy Disk
Note: If you are playing Wasteland with a mouse, it must be a Microsoft™ or Microsoft™-compatible mouse. Make sure your mouse driver is loaded before loading the game. See the manual that came with your mouse for instructions.

To play Wasteland from the hard drive, at the DOS prompt type:
c:<enter>
cd\wastelan<enter>
wl<enter>
(Note: We're assuming in **c:<enter>** that your hard drive letter is C. If it is not, replace C with the appropriate letter.)

Game Play
IMPORTANT: Wasteland is a dynamic game and it's very important that you understand how it saves and keeps track of the game. The game changes as you play and updates changes to the disk **permanently**. If you take an item, it won't be there again when you come back. If you kill the wrong person, they won't be resurrected just because you leave and return.

The game takes place in many locations. As you explore, you'll often be asked "Enter New Location(Y/N)?" If you answer "yes" the game will save any changes to that location, your party's status, and become your new saved game location. If you switch to another location to view a disbanded party, the statuses of **all** parties are saved.

You should Save the game before ending each session of play. Then when you go to play again you can pick up where you left off. However, if your computer has somehow shut down before you could Save, the computer will search for the last place it saved. This way, you're unlikely to lose any important recent acquisitions.

What can you do if a character dies? **DO NOT ENTER A NEW LOCATION OR SAVE THE GAME!** Turn off your computer and reboot, and your character will live again, but without anything they acquired since you last saved. If all the characters die in the midst of general carnage and mayhem, you computer will state the obvious: "Your life in Wasteland is over." Don't get depressed, just reboot and the game will return your characters to either the last time you saved or the last time the game map changed. (This assumes, of course, that there's someplace to return to.)

Time and Distance
Wasteland's maps vary in scale. The desert map contains the city maps which in turn contain maps of buildings and underground locations. In combat, distances may seem a bit off for the map you're on, but these are tactical distances valid for combat only.

Because the maps differ in scale, time passes differently on them. A single keystroke will move you one space in both the desert and in a building, but the amount of time each move takes is different. Time passes more quickly during overland travel, which the game takes into account for healing and deterioration purposes. And remember than that time passes for both the main party and disbanded characters. If you send a disbanded character off to find a doctor for an injured comrade, that comrade will keep on bleeding.

If you want time to pass without moving your party, press <ESC>. Or place the mouse icon directly on your party and press the mouse button. If you wish time to pass more quickly, hold down the <ESC> key or keep the mouse button depressed.

Reviewing Messages
Wasteland involves a great deal of text. This text includes descriptions of your surroundings, descriptions of non-player characters, clues and references to the Wasteland para-

graph book which is included in your game package. If you wish to refer back to or review a previous message, press the **Pg Up** key and keep it depressed until the desired message appears. To return to the most recent message, press the **Pg Down** key and keep it depressed until that message reappears.

Selecting Options
Whenever you need to select an option, press the first letter in that option (unEquip if the exception; in this case press E) or click on it with your mouse. To select an option from a menu at the bottom of the screen press the first letter of the option, or click on it with your mouse.

Whenever you need to select an item, skill or attribute from a list, press its number or click on it with your mouse. To scroll through a list use the up and down arrows, the right or left arrows, the I key to scroll up or the K key to scroll down, or use the mouse to click on the next option or click on the up or down arrows on the right side of the option window.

Movement Commands
There are three ways to move your party: Use the cursor keys, the mouse, or type I to move up, J to move left, K to move down or L to move right. When you use a mouse, a directional arrow will appear on the screen pointing forward, left, right or backward. Move the mouse in the direction you want to go until the directional arrow points in that direction. Then hold down the mouse button to move in that direction. The **Spacebar** toggles the view of the party roster on and off.

Ranger Center
The following options appear at the bottom of the screen when you're at Ranger Center:

Create   Creates a character
Delete   Deletes a character
Play   Begins Play outside Ranger Center

Non-Combat Commands
Except during combat, you can use the following commands by pressing the first letter of the command or clicking on it with your mouse:
Use   Use a skill, item or attribute.
Enc   Simulate an Encounter. This calls up combat commands, which you can use to initiate combat or use the Hire command to hire a non-

	player character into your party.
Order	Establish a new party marching Order.
Disband	Disband the party into two or more groups. This command can also be used to permanently dismiss a Non-Player Character from your party.
View	Alternate the View between two or more groups.
Save	Save the game. When you use the Save command, the computer will ask "Save Game (Y/N)?" If you answer "yes" the computer will save the game at that point and ask "Quit Game (Y/N)?" If you answer "yes" the computer will return you to the DOS screen, and if you answer "no" the computer will continue the game. If you answer "no" to "Save Game (Y/N)?" the computer will still ask "Quit Game (Y/N)?" If you answer "no" the computer will continue the game. If you answer "yes" the computer will return you to the DOS screen, and the next time you reboot the game, it will start at the last point you saved.
Radio	Radio Ranger Center to see if any party members have earned promotion.
Print	Prints party information when the roster is displayed.
<SHIFT>-#	Call up the Use command for a specific character
<CONTROL>-R	Reorder items and skills for a selected character when those menus are displayed.
PgUp & PgDn	Scrolls through the messages at the bottom of the screen.

Combat Commands

Note: Some weapons have a limited range in combat situations. Contact weapons, such as knives, axes, fists, etc., are ineffective against opponents more than 14' away. Attacking opponents more than 14' away requires projectile weapons, such as throwing knives, pistols, rifles, etc.

When you engage in battle, choose from the following options by pressing the command's first letter or clicking on the command with your mouse:

Run	Move party or individual character one space.
Use	Use a skill, item or attribute.
Hire	Hire a Non-Player Character to join your party.
Evade	Evade an enemy.

Attack	Attack an enemy.
Weapon	Change Weapons.
Load/unjam	Load and/or Unjam a weapon.
<SPACEBAR>	Show map of immediate area during combat.
<CONTROL>-A	Show list of enemy groups and their distance from the party. This will only work with player characters, not hired NPCs, and only when your foes are within range of your weapons.
<ESC>	Cancels commands.

To speed the combat scrolling rate, press the up arrow key on the keyboard or click on the "fast" command on the screen with the mouse. To make it slower, press the down arrow key on the keyboard or click on the "slow" command on the screen with the mouse.

Viewing Characters

Enter a character's number to view their statistics. The options you can use in this mode are:

From the first screen
This screen shows a character's attributes:

Pool	Pool all the party's cash and give it to the character you are viewing.
Div Cash	Divide cash evenly among the party.
<ESC>	Cancels commands.

(Press **<enter>** to go to the next screen.)

From the second screen
This screen shows what items the character has. Enter an item number and the following options will appear:

Reload	Reload weapon. (Only appears if you choose an ammo clip for the currently Equipped weapon.)
Unjam	Unjam weapon. (Only appears if your currently equipped weapon is jammed.)
Drop	Drop an item.
Trade	Trade an item.
Equip	Equip or unequip an item.
<CONTROL>-R	Reorder items.
<ESC>	Cancels commands

When prompted Y/N, press **Y** or **<enter>** to accept the option. (Press **<enter>** to go to the next screen.)

From the third screen:
This screen shows the character's skills:

<CONTROL>-R	Reorder skills.
<ESC>	Cancels commands.

Macro Functions

Macro functions condense the several key strokes needed to give certain commands into one key stroke. To create a macro function, press **<control>** and any one of the function keys, F1 to F10, simultaneously. A message, REC. MAC. (with a number from 01 to 10 corresponding to the number of the function key you are pressing), will appear in the upper left corner of the screen; when it does, release the **<control>** and function keys. Enter any command or series of commands, press **<control>** and the function key again, the message in the upper left corner of the screen will vanish and the macro function will have been created. Pressing the appropriate function key thereafter will repeat the entire command or series of commands. (Example: If you want time to pass more quickly, press **<control>** and F1 and then release them when REC. MAC. 01 appears in the upper left corner of the screen. Now press **<ESC>** several times, and then press **<control>** and F1. Every subsequent time you press **F1**, time will pass as if you has pressed **<ESC>** several times.) A macro function can be erased by pressing and holding down **<control>** and pressing the appropriate function key twice.

Option Screen Explanations

1. Complete Set-Up is used either to create your Program Disk, Scenario Disk 1 and Scenario Disk 2, or install Wasteland on your hard disk.

2. Create Program and Pictures Only is used when you change graphics modes. When the computer asks "Play Wasteland on a hard drive (Y/N)?" answer "yes" if you are using a hard drive and "no" if you aren't. If you answer "yes" the computer will ask you for your hard drive letter, if you answer "no" it will ask how many man floppy drives you are using. Next, press the correct Display Configuration menu number when prompted. The computer will remind you that you need the Program, Scenario 1 and Scenario 2 disks (if you do not have these disks made, run **1. Complete Set-Up** instead). The computer will then ask "Are these options correct (Y/N)?" Answer "yes" if they are and follow the onscreen prompts to switch disks.

3. Create New Maps Only resets the game maps and destroys old characters. This option would be used if you want to restart the game but you have decided your old characters aren't worth keeping. When the computer asks "Play Wasteland on a hard drive (Y/N)?" answer "yes" if you are using a hard drive and "no" if you aren't. If you answer "yes" the computer will ask you for your hard drive letter, if you answer "no" it will ask how many floppy drives you are using. Next, press the correct Display Configuration menu number when prompted. The computer will remind you that you need the Scenario 1 and Scenario 2 Disks (you do NOT need the Program Disk for this option; if you do not have these disks made, run **1. Complete Set-Up** instead). The computer will then ask "Are these options correct (Y/N)?" Answer "yes" if they are and follow the onscreen prompts to switch disks.

4. Restart Game With Old Characters restarts the game with the characters just outside Ranger Center. It maintains characters' characteristics, skills and hit points, but it strips them of ALL money and items. No weapons, no armor, no canteen, no nothing. When the computer asks "Play Wasteland on a hard disk (Y/N)?", answer "yes" if you are using a hard drive, and "no" if you aren't. If you answered "yes" the computer will ask you for your hard drive letter; if you answered "no" it will ask you how many floppy drives you are using. Then press the correct Display Configuration menu number when prompted. The computer will remind you that you need the Program Disk, Scenario Disk 1 and Scenario Disk 2 (if you do not have these already made, run **1. Complete Set-Up** instead). The computer will then ask "Are these options correct (Y/N)?" Answer yes if they are and follow the on-screen instructions to switch disks.

5. Quit immediately exits the Option Screen and returns you to the DOS screen.

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