



DUNGEON
Master

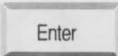
**Quick Start
Guide**

IBM / Tandy
and
compatibles

Getting Started

Your copy of Dungeon Master includes disks for both 5.25" and 3.5" drives. Each set contains the entire game. You can run the game from a floppy drive or install the game on your hard disk. We recommend installing the game on your hard disk. When you are finished installing Dungeon Master you should put all of the disks away for safe keeping in case you need to re-install the game sometime in the future.

Hard Drive Installation

1. Make sure that all of the disks are write protected. On 3.5" disks the small window must be in the open position. On 5.25" disks the notch near the corner of the disk must be covered with a sticker or tape.
2. Insert the master disk in the selected drive.
3. Change drives by typing the selected drive's designator (A,B,C, etc.) followed by a colon ":" and press the "enter" key.
4. Type "install" and press the "enter" key. 
5. After typing "install" you can follow all of the on-screen instructions to complete your custom installation of Dungeon Master for your computer.
6. After Dungeon Master has installed itself on your hard drive, follow the instructions to change to the drive where Dungeon Master is installed. Type "DM" to start the game.

If you experience any difficulty while installing Dungeon Master, call **FTL Technical Support** at **(619) 453-5711** between 9:30 a.m. and 5:30 p.m. (Monday-Friday, Pacific time.) We will do our best to help.

Controlling Dungeon Master

Your IBM / Tandy version of Dungeon Master has three options for controlling the game.

Mouse

The mouse is by far the best way to play Dungeon Master. Dungeon Master can be controlled using only one mouse button. In most cases, the left hand button will control the game. Dungeon Master can make use of a second button also. If you have a mouse with more than two buttons, it is likely that the right hand button will be the other active button. A little experimentation will demonstrate the usefulness of the second button.

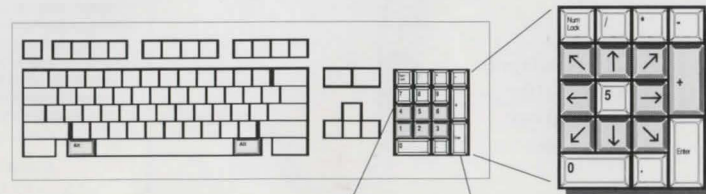
Joystick

If you have no mouse available, it is possible to use an analog joystick. If your IBM compatible computer has a joystick, it is probably an analog style joystick. Dungeon Master will recognize the presence of a joystick and let you select it for use during the "install" procedure. The "fire" button on your joystick takes the place of the mouse button. The sensitivity of the joystick can be adjusted with the F1 or F2 function keys.

Keyboard

Although we discourage it, Dungeon Master can be controlled with the keyboard. Most players find the keyboard a difficult way to move about in the dungeon and that it detracts from the quality of game play. However, for some laptop users, the keyboard is the only option. If you must use a keyboard, refer to the diagram of numeral keys below, for the directional arrow substitutes. The mouse button is replaced by using the "Alt" key in conjunction with the "+" "plus" key.

With the "Alt" key depressed, the number keys shown with arrows move the cursor. The "Plus" key replaces the mouse button.



With the "Alt" key released, number keys 1-6 move the party through the dungeon.

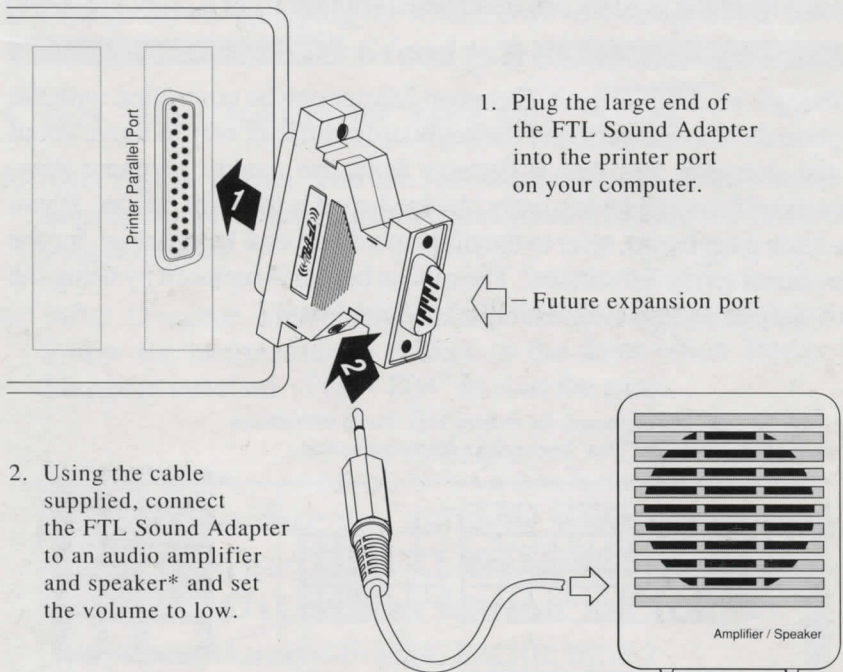


(((FTL))) A SOUND ADAPTER

For those players with no sound option other than the internal speaker that their computer came with, we have provided the FTL Sound Adapter. You will need to supply a small audio amplifier to connect to the FTL Sound Adapter but you will hear all of the sounds of the dungeon with our high quality, digitized playback.

Follow the simple diagram below to connect your FTL Sound Adapter. If you encounter any difficulty at all, please contact FTL Technical Support at (619) 453-5711 (9:30-5:00, M-F, Pacific time). Experienced staff is on duty to help with almost any Sound Adapter question.

Instructions



*(Radio Shack Cat. # 277-1008c works well)