CIRCUIT'S EDGE

Command Summary

for IBM® PC, XT, AT, PS/2™, Tandy® 1000,
and 100-percent Compatible Computers

Copying Your Original Disks

Before playing *CIRCUIT'S EDGE,* you should make backup copies of the original disks that came in your package, put the original disks away for safekeeping, and use the copies as your play disks. You can make your copies either on other floppy disks or on a hard drive. If you make copies on three 5¼-inch floppies, be sure to label them **Disk 1, Disk 2,** and **Disk 3,** just like the originals. If you make copies on two 3½-inch floppies, label them **Disk 1** and **Disk 2.** The game cannot be played with only one 5¼-inch disk drive.

To owners of 3½-inch floppy drive systems: You can send in the enclosed coupon to receive *CIRCUIT'S EDGE* on two 3½-inch disks *or* you can create your own 3½-inch disks, using the install program, if you also have a 5¼-inch disk drive.

To copy your disks, first boot your system with DOS, then—

On a double floppy drive system,

1. Place your original *CIRCUIT'S EDGE* Disk 1 in a 5¼-inch drive on your system (A or B) and switch to that drive, if necessary, by typing **A:** or **B:** and pressing **Enter.**

2. At the prompt (**A>** or **B>**, depending on which drive holds the original game disk), type **install** and press **ENTER.**

3. Select the disk configuration you want to copy to: two 3½-inch disks or three 5¼-inch disks. Specify the source drive containing the original *CIRCUIT'S EDGE* disk and then the destination drive containing the disk to which you are copying the game disk.

4. Follow the prompts of the install program until completed.

Note: When creating your own disks and playing from them, make sure they are *not* write protected.

On a system with a hard drive,

1. Place your original *CIRCUIT'S EDGE* Disk 1 in a 5¼-inch drive on

your system (A or B) and switch to that drive, if necessary, by typing **A:** or **B:** and pressing **ENTER.**

2. At the prompt (**A>** or **B>,** depending on which drive holds the original game disk), type **install** and press **ENTER.**

3. Specify the drive to install the game to (the hard disk) and the drive from which you are running the install program (the floppy drive). This will create a directory called **CIRCUIT** for your game files and transfer the contents of your disks to the hard drive.

4. When prompted, place Disk 2, then Disk 3 in the floppy drive and press **ENTER** to transfer the contents to the hard drive.

Loading the Game

Before starting to play, make sure that you have no memory-resident (or Terminate and Stay-Resident ["TSR"]) software on your system; this may interfere with the proper running of the game.

CIRCUIT'S EDGE can be played from a hard drive or from floppy disks if you have a system with one or two 3½-inch disk drives, two 5¼-inch disk drives, or one 3½-inch and one 5¼-inch disk drives. The game cannot be played with only one 5¼-inch disk drive.

To load the game, first boot your computer with DOS, then—

On a system using floppy disks,

If you have two 5¼-inch drives (A and B),

1. Put Disk 1 in drive A, type **EDGE,** and press **ENTER.**

2. When prompted, put Disk 2 in drive A and Disk 3 in drive B.

If you have a 5¼-inch drive A and a 3½-inch drive B,

1. Put 5¼-inch Disk 1 in drive A and 3½-inch Disk 2 in drive B, type **EDGE,** and press **ENTER.**

If you have a 3½-inch drive A and a 5¼-inch drive B,

1. Put 3½-inch Disk 1 in drive A and 5¼-inch Disk 3 in drive B.

2. Type **EDGE** and press **ENTER.**

If you have two 3½-inch drives (A and B),

1. Put Disk 1 in drive A and Disk 2 in drive B.

2. Type **EDGE** and press **ENTER.**

If you have only one 3½-inch drive (A),

1. Put Disk 1 in drive A, type **EDGE,** and press **ENTER.**

2. When prompted, put Disk 2 in drive A.

On a system with a hard drive,

1. Enter the hard drive designation where you copied the game files, if necessary. Type **CD\CIRCUIT** to change to the directory **CIRCUIT.**

2. Type **EDGE** and press **ENTER.**

NOTE: There will be a delay of several seconds after you finish the loading procedure, while the game decompresses some files. Be patient.

Specifying Preferences

Before starting play, you'll be presented with a list of preferences. The game will try to select the preferences that suits your system. If the list is correct, select **yes.** If the list is incorrect, select **no** and go through the lists of preferences, selecting the correct settings for your graphics adapter, mouse, hard drive, floppy disk configuration, and audio system. (See your hardware documentation, if necessary.) Select **cancel** if you wish to return to DOS. The program will remember your preferences, once set.

If you accidentally enter the wrong preferences and the game does not start, you will have to re-boot your system, reload the game, and reselect your preferences.

Note: You cannot use a mouse when playing on a Tandy machine.

Introductory Screens

The game begins with several title screens and an introductory dossier sequence about the Budayeen and its inhabitants. Once the dossier begins, you can page through the screens by pressing **ENTER.** Press the **spacebar** to bypass the rest of the screens and advance directly to the game. If you wish to view these introductory screens in silence, press **M** to turn the music off. You can also turn the music on and off from the Game menu (see the *Player's Guide*).

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Controlling the Game

All *CIRCUIT'S EDGE* commands can be executed by simple key presses. There are several ways to select options via the keyboard. You select a menu by typing its first letter (for example, **I** for the Inventory menu); once you've selected a menu, you can move among the menu selections using the arrow keys or **2**, **4**, **6**, and **8** on the numeric keypad. When the menu appears, select an option by typing the number or by using the arrow keys to highlight the option you want and pressing **ENTER.**

Be sure that **NumLock** is disengaged (off) when using the numeric keypad.

You can also execute commands with a mouse. To make a selection with a mouse, move the cursor to a menu heading and click on it. Then move the mouse down the list until the option you want is highlighted and click on it.

When you're presented with a "yes/no" option, you can make your selection by pressing **Y** or **N**, by using the arrow keys or numeric keypad to select your option and pressing **ENTER**, or by clicking on your option with the mouse.

Saving and Loading Games

You must be in Marîd's apartment to save a game. Select **Game Options** from the Game menu and then **Save Game.** You'll be asked if you wish to save your current position. Select **Yes** or **No** as you wish. Only one game may be saved; any future saves will overwrite the currently saved game.

You can load a game at any point inside the Budayeen by selecting **Load Game** from the Game menu. The game will ask if you really wish to load your saved game. Select **Yes** or **No** as you wish.

Exiting to DOS

To exit the game and return to DOS, select **Quit the Game** from **Game Options** under the Game menu.