

Spellbound In The World Of Nhagardia
TECHNICAL SUPPLEMENT

Hardware and System Requirements:

Challenge of The Five Realms requires an IBM AT or 100% compatible model computer. The game requires a color monitor with an MCGA (256 color) or VGA (256 color) graphics system. Additionally, your computer must have at least 600k of free RAM memory for game play, and must utilize the MS-DOS 3.3 (or higher) operating system.

Interface Options:

Challenge of the Five Realms can be played from the keyboard, or with a mouse or joystick. The mouse or joystick can be used in conjunction with the keyboard. When using a mouse or joystick, the full range of keyboard commands is still available.

The game also supports AdLib, Roland, Covox, SoundBlaster, and SoundMaster cards.

Creating Backup Copies:

You should create backup copies of your *Challenge of the Five Realms* disks before beginning game play. To do so, you will need the same number and kind of disks that were included in your game. Copy the disks using the DOS command.

DISKCOPY A: A:

Follow the prompts on the screen. Consult your DOS manual if you have any questions about the DISKCOPY command.

Installing the Game:

To install *Challenge of the Five Realms* onto your hard drive, insert Disk A into your floppy drive and type:

INSTALL <enter>

Follow the directions on the screen to install your disks to your hard drive. After the installation process has been completed, type C5 from the prompt to begin the game.

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Updates and new product information on the BBS - (412) 838-1186
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IBM is a registered trademark of International Business Machines, Inc. AdLib is a registered trademark of AdLib, Inc. Roland MT-32 is a registered trademark of Roland Corp., U.S.A. Sound Blaster is a registered trademark of Covox, Inc. MS-DOS is a trademark of Microsoft Corporation

Setup Questions:

At the beginning of the game, you will see a setup screen that you must use to supply some technical information concerning your computer system. You will be asked if you have a mouse or a joystick, and what graphics system you have (MCGA or VGA). You must also supply information about the sound options you wish to use such as: PC SPEAKER, AdLib, Roland, SoundBlaster, SoundMaster II (Covox), or No Sound. The setup program also automatically detects the amount of Expanded Memory you currently have available in your system. (Expanded memory will enable a number of graphic and sound enhancements during game play.)

Should any of this information change at a future date, you must inform the game software by running the setup program and modifying the information to reflect the new configuration of your system. To run setup, type SETUP from the game directory prompt.

Copy Protection:

At the beginning of the game, you will be asked to locate some information and answer a question from the manual, so keep it handy.

Troubleshooting:

Should you be unable to install the game on your system, check to see how much free hard disk space you have available by typing CHKDSK at the DOS prompt. The number of 'bytes available on disk' is the amount of free space you have left on your hard drive. During the installation process, the instructions tell you how much free space you will need to load *Challenge of the Five Realms*. If you don't have enough free space, you will have to remove some files from your hard drive.

Should you be able to load the game, but encounter difficulties while running the game, be sure you have enough free RAM memory. To check this value, type

CHKDSK from the DOS prompt. The number of 'bytes free' should be at least 600,000. If the number is smaller than this, the game may not run properly.

To increase the amount of free RAM you have, consult your DOS manual on ideas for optimizing your system. Some suggestions are: remove any memory resident device drivers, set DOS=HIGH in your CONFIG. SYS file (after loading either an extended or expanded memory driver), or reduce your number of FILES and BUFFERS to 30 in your CONFIG. SYS file (if they are higher than this). Keep in mind that any or all of these suggestions may affect other business or entertainment software you currently have installed on your system, so be sure to write down what the values were before you change them.

If you are sure you have enough free RAM, but are continuing to experience problems during game play, run the SETUP program again and review the options you have chosen. Make sure that all of the values are correct. Entering the wrong sound card type or an incorrect IO, DMA, or IRQ number can often cause the system to lock up when it attempts to play sounds or music. If you suspect that your problems are stemming from the sound card, try selecting the 'No Sound' option before playing the game. On the other hand, the problem may also be in your graphics system. If you specified that you have a VGA graphics system, when in fact you have MCGA, this may also cause problems.

If both your RAM and sound card options check out, but you are still having problems, they may be caused by certain different types of memory resident programs, such as Stacker (orother disk compression software). Tryremoving anymemory resident programs, if possible. If you experience problems with your mouse or trackball, it may not be 100% Microsoft compatible. The programming for *Challenge of the Five Realms* assumes the input device to be 100% Microsoft compatible. In the event that you experience problems, either try a different brand of mouse, or try setting up the game for use with the keyboard controls only.

If you have ruled out all of the above, and are still experiencing difficulties, please call our technical support line for further assistance. It would be extremely helpful if you had the following information available: Computer Type and brand name, file listing of your AUTOEXEC.BAT and CONFIG.SYS files, video and sound board types & brand names, and your DOS version.

Play with a Mouse or Joystick:

Challenge of the Five Realms is basically a point and click game when you are using either a mouse or a joystick. On the main interface screen, if you wish to identify an NPC or pick up an object, simply position the mouse cursor over it and click the left mouse button (or press the fire button if using a joystick). When you pick up an item, you may position it over the prince and click the left button (or press the fire button) again to add the item to his inventory. To swap the pictures of your Party members, click on the far left or right of the picture row.

ONLINE SUPPORT SERVICES

MicroProse provides Upcoming News, Latest Versions, Updates, Product Demos, Reviews, Technical Support and more on the following Online Services for Modem Users. All are staffed by Online Service Representative Quentin Chaney.

MicroProse Bulletin Board Service (MPS*BBS)

(410) 785-1841, with settings of 8,N,1, and supports up to 9600 baud, 4 Lines, 24 a day 7 days a week.

America Online: Industry Connection, Keyword: "MicroProse",:Address: MicroProse CompuServe: Game Publishers Forum,

Keyword: "Go GAMPUB", Address: 76004,2223 **Delphi:** GameSig, Address: MicroProse **GEnie:** Scorpia RT, Keyword; "Scorpia",

Address: MicroProse

Internet: Address: 76004,2223@CompuServe.Com

MCI Mail: Address: MicroProse

PC-Link: Computer Forum, Keyword: "MicroProse",

Address: MicroProse

Prodigy: Computer Club: Other Games, Keyword: "MicroProse", Address: XHFK15D

Promenade: Industry Connection, Keyword:

"MicroProse", Address: MicroProse

Q-Link: Computer Forum, MicroProse Section,

Address: MPSI abs.

The Read-Me File:

Please consult the Read-Me file to see designer notes and addendums to the manual or technical supplement.

Technical Problems:

Should you have any problems loading the game or if you experience technical difficulties, contact MicroProse's technical support line at (410) 771-1151 x350, Monday-Friday 8 am-5pm Eastern Time. If you call at a time when no support representatives are available, you can leave a message and your call will be returned as soon as possible.

CUSTOMER SERVICE & TECHNICAL SUPPORT

(410) 771-1151 x350 Monday - Friday 9am to 5 pm Eastern Standard Time



Don't Trash!

Your Official Proof-of-Purchase is located on the reverse side.

The official proof-of-purchase is required when ordering a backup copy of your game, and when participating in most MicroProse promotions!

Playing with a Keyboard:

When playing *Challenge of the Five Realms* with a keyboard, you may use the directional arrow keys and <enter> key to move the cursor and select items, in much the same way as you would use a mouse. There are also a few 'Hot Keys' which will make game play easier. These Hot Keys are also available to players using the mouse or joystick.

IN THE MAIN GAME INTERFACE:

<exc> (Escape)</exc>	- Lets you activate the icons. Use the arrow keys
	to move
	the highlighter to the desired icon and press
	<enter> for option. Use the arrow keys to scroll</enter>
	through the icon options.
F1-F10	- View the character sheet of any party member
(Function Keys)	

Z (or z)	- Toggles the Zoom In/Zoom Out feature
H (or h)	- Allows you to hail NPCs
S (or s)	- Allows you to speak with an NPC
F (or f)	- Allows you to find hidden objects (if present)
L (or I)	- Gives description of what you see in this area
M (or m)	- Toggles Music and sound on and off
Q (or q)	- Quit game P (or p) - Pause game
W (or w)	- Swap Party member pictures
<tab></tab>	- Allows you to position the cursor over an object

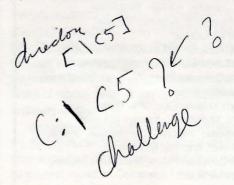
- Allows you to scroll through menu icons



IN COMBAT MODE:

<tab> <pgup> & <pgdn></pgdn></pgup></tab>	- Scrolls through Party Members or Targets - Scrolls through Menu Options
<enter> <arrow keys=""></arrow></enter>	- Selects an option, NPC, or Party Member - Moves the cursor around the combat map

	The ree and career areand are corribat map	
IN CHARACTER SHEETS:		
S (or s)	- View spell list	
G (or g)	- View garb sheet (if you are not already in it)	
N (or n)	- View next character (only from skills sheet)	
B (or b)	- View contents of bag .	
P (or p)	- View contents of pack	
C (or c)	- View contents of chest	
K (or k)	- View skills sheet (from garb sheet only)	
I (or i)	- View inventory	
E (or e)	- Examine object	
U (or u)	- Use object	
D (or d)	- Drop object	
<arrow keys=""></arrow>	- Scrolls through the menu choices	
<enter></enter>	- Selects menu option	
<esc></esc>	- Returns to game (or escapes from inventory	
box)		



<PgUp> &

<PgDn>