

FREE D.C![™] Reference Card

Getting Started

Installation

FREE D.C! can be played on any IBM or compatible computer with a hard disk. Here's how to get started:

- 1 Turn on your computer and load DOS. (Please note: **FREE D.C!** does not run under Windows!)
- 2 Put Game Disk #1 in any available disk drive. Type the letter corresponding to the drive (**A**, **B**, **C**, etc.), followed by a colon. Press **Enter** or **Return**.
- 3 Type **INSTALL**, and press **Enter** or **Return**. This starts the automatic installation program included with the game.
- 4 Follow the onscreen prompts, which will ask for information about your computer's configuration.
- 5 When the installation program ends, type **FREEDC** to load the game.
- 6 When the title screen appears, you're ready to play. To restore a previously saved version of the game, press **L**, and then the ID number of the game you want to return to. (See *Getting Out: Save/Load/Exit* for more about saving and loading games.)

NOTE: If you have a Sound Blaster card, and would like to play the game with digitized speech, please make sure you have at least 7 megabytes of storage available on your hard disk before you run the installation program.

About the Action Buttons

You can use either a mouse or the computer keyboard to control your actions in **FREE D.C!** Either way, the game's interface is extremely simple.

Right below the animation screen are three red action buttons, which are used for all actions in the game. Usually, your action options are:

STUN

TALK

USE

When you select one of these buttons, other options appear. For example, when you choose **USE**, the three buttons now read

GUN

WATTSON

MAP

and you can select which of these items you want to use.

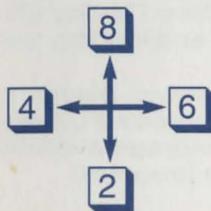
- If you're using a mouse, simply point and click on the action button you want.
- If you're using a keyboard, the numbers **1**, **2**, and **3** at the top left of the keyboard correspond to the three action buttons. To choose the left action button, press **1**. For the middle one, press **2**. And when you want the right one, press **3**.

Getting Around

Walking & Riding

The Human Zoo isn't a very big place — just a few dozen city blocks. Getting around is easy, especially with Wattson helping out. Whether you're on foot or on botback, the following instructions will get you where you want to go.

- If you're using a mouse, simply click on the animation window to indicate the direction you want to move. Avery and Wattson will move to that spot.
- From the keyboard, use the numbers **2**, **4**, **6**, and **8** on the numeric keypad on the right side of your keyboard to control your movements.



To mount Wattson, move next to him, and select the **USE** action button, and **WATTSON**. To dismount, select **USE** and then **FEET**.

The USE Action Button

Click **USE** to control the map, Wattson, and Avery's arsenal. The three action buttons will change to show your current options — usually

GUN

WATTSON

MAP

Click the button with the name of the item you want to use.

MAP Click this to see an overhead view map of the entire Human Zoo. The map appears in the smaller window below the action buttons. Your current position is marked with a large X.

To return to the game, just select another action button.

WATTSON To mount Wattson, move next to him, and select this action button. To dismount, select **USE** and then **FEET**.

GUN When you choose **GUN**, the three action buttons now look like this:

<< **SELECT** >>

Click the arrows to scroll right or left through the inventory, which appears in the small window below. Click **SELECT** to take the item you want.

Now Avery's armed and dangerous, ready to fire whenever you click **STUN** or press the space bar.

Picking Up Stuff

Whenever Avery finds a weapon or other important object, it's automatically added to the inventory.

Communication

In the small community of the Human Zoo, strong relationships are the key to survival — and what you know depends entirely on who you know.

To talk to anyone, friend or foe, click the **TALK** action button. (If they start talking to you first, you're already in conversation mode, so don't bother with this.) Throughout the conversation, the action buttons will give you the choice of three types of response (for example, **ANGRY**, **KIND**, or **FUNNY**). Just click the button you want.

Don't try to move around during conversation. Avery's tough, but he's also polite, and likes to stick around until he's sure he's heard it all.

Confrontation

You just can't talk to some people. When conversation fails, Select **USE** and then **GUN** to arm Avery with the weapon of

your choice. Once the gun is in his hands, simply press **STUN** or the Space Bar to fire at the nearest bad guy. Some things to bear in mind:

- The closer you are, the better your chances of getting an effective hit.
- Some weapons are more effective than others against different types of robots. You'll need to experiment.
- The weapons change every time you play. A weapon that works against Funnelheads in one game may work against Death Poodles in another game.
- Different robots have different combat techniques that can be figured out and used against them with a little experience.

Hit Points

The little figure on the lower right is your hit point indicator. It shows how much damage you're taking while you're under fire. When the blue lines are all gone, so are you.

If you survive the encounter, your hit points can be restored if you stay out of trouble for a while and rest up.

Getting Out: Save/Load/Exit

We tried to make it easy. Just press the key you want:

S **Save Game** — This command works at any point during the game. At the prompt, type in a number from **0** to **9**. (This number acts as the name of your saved game.) You can save up to 10 different game versions.

L **Load Game** — Use this command to reload the game from the beginning, or restore a saved game. After you press **L**, type the number of the game you want to return to.

X **Save Game and Exit to DOS** — Press X at any time to leave the game. A prompt asks if you want to save the game before quitting.

M **Toggle** music, sound effects, speech on and off.

Performance

FREE D.C. uses vast amounts of graphic and sound data and it takes time to load that data. For users with more than 1 meg of RAM one way to improve performance is to install a disk cache program such as SMARTDRIVE (refer to your DOS manual). All users should remove all TSR's to increase available RAM.

FREE DC! Quick Start Instructions

Use these instructions to move through the opening easily and get started.

1. After the opening scene, the characters begin talking. Choose dialogue selections by clicking on one of the three red buttons that appear on the screen.
2. During the first scene, when the choices are RUN and FIGHT, choose RUN and use the down arrow or click at the bottom of the scene to exit. If you don't leave quickly the robot will kill you. The exit point is just above the TALK button.
3. Now you will see the White House in the background. Move toward it. Keep approaching it until you're inside
4. In the White House, click TALK to begin talking to the White House Tourbot. When you finish reading a character's speech, click the mouse button to continue.
5. Follow the robot into the next room. Click TALK again and ask it about VALERION.

Technical Support

Need help? Call us at (503) 223-0276. Please have the following information ready when you call. That will enable us to answer your questions in the shortest possible time, and you can get back to enjoying your program!

1. Product name
2. Type of computer you own
3. Additional system information
(type of monitor, video card, etc.)
4. Type of operating system or DOS version
5. Description of problem you are having

If your question isn't urgent, you can write us at:

Technical Support
Cineplay Interactive, Inc.
2580 N.W. Upshur
Portland, OR 97210

Please remember to include all of the information listed above so that we can answer your question in the shortest time possible.

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