



## Installation for DOS

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For additional information, read the readme.txt file on the *Anvil of Dawn* CD.

You must have at least 3MB or 30MB of free space on your hard drive, depending on what you select as an install option. You will also need at least 450K of conventional memory and 2900K of Extended (XMS) or Expanded (EMS) memory.

- A. Insert the *Anvil of Dawn* CD into your computer's CD-ROM drive.
- B. Type the letter of the drive (e.g. **D:** or **E:**), then press **Enter**.
- C. Type **INSTALL**, then press **Enter**. The Install Program will copy all files necessary to play *Anvil of Dawn* based upon your selection of installation options.
- D. The main menu will display a current configuration of path and CD-ROM letter, as well as some installation options.
  1. **Change Path** - *Anvil of Dawn* will use the directory (**C:\Anvil**) as a default. You may change the target drive and/or path from this option.
  2. **Install Anvil of Dawn (Minimum Installation)** - will copy approximately 3MB of files to the chosen drive and path for hard drive space efficiency.
  3. **Install Anvil of Dawn (Maximum Installation)** - will copy approximately 30 MB of files to the chosen drive and path for game play efficiency.
  4. **ESC** - Exits without installing.
- E. After the installation of files to the hard drive is completed, the HMI Sound Operating System Setup Utility will be displayed. This will allow you to configure *Anvil of Dawn* to your digital audio and MIDI devices.

It is recommended that you choose **Auto Detect** to configure your digital audio device. The Sound Operating System Setup Utility will not auto detect for MIDI devices. You must manually select your MIDI device by choosing the **Select MIDI** option. If the setup program is unable to auto detect your digital audio device, you may manually select it by using the **Select Digital** option .
- F. Type **Anvil** to begin playing.

# Installation for Windows 95

- A. Run Windows 95.
- B. Insert the *Anvil of Dawn* CD into your computer's CD-ROM drive.
- C. Double-click on the **Install** icon.
- D. Refer to "D" on the front of this installation card.
- E. To close any open windows, click on the "Close" box in the upper-right corner of the window you wish to close.
- F. R-click the mouse on an open area of your desktop and choose **New->Shortcut**.
- G. In the "Command Line:" box, type **C:\ANVIL\ANVIL**. If you installed to a different drive and/or directory, type that information instead. Click on **Next**.
- H. Type in the name that you want to appear on the desktop. Click on **Next**.
- I. Choose an icon if you wish and click on **Finish**.

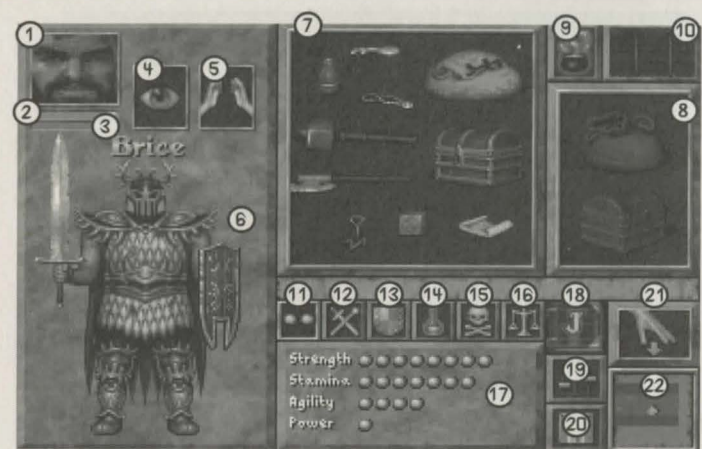
If you experience any problems, try the following:

- A. R-click on the new icon you created and choose **Properties**.
- B. Click on the **Memory** tab near the top of the window.
- C. Under Conventional memory, change **Total** to 480.
- D. Click on the **Screen** tab near the top of the window.
- E. Make sure the **Full-Screen** option is selected.
- F. Click on the **Misc** tab near the top of the window.
- G. Make sure the **Allow Screen Saver** option is NOT selected.
- H. Drag the **Idle Sensitivity** bar all the way to the left (Low) side and click on **OK**.

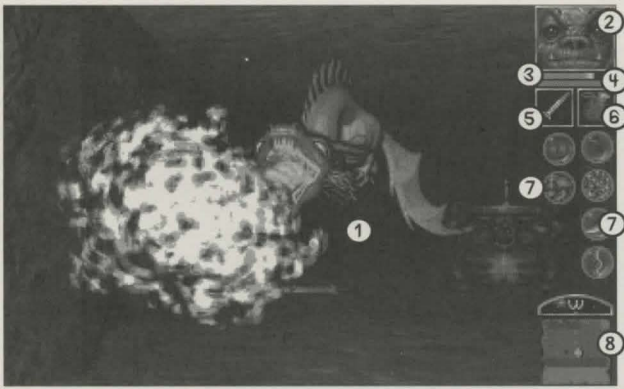
If you are still experiencing problems, you may try configuring the icon that you created to run *Anvil of Dawn* in DOS mode.

- A. R-click on the new icon you created and choose **Properties**.
- B. Click on the **Program** tab near the top of the window.
- C. Click on the **Advanced** button near the bottom of the window.
- D. Make sure the **MS-DOS Mode** option is selected.
- E. Click on **OK**.
- F. Click on **OK** again.

Now you should be able to play *Anvil of Dawn* by double-clicking on the icon you created.



- ① **Character Portrait** - Your character's picture appears here.
- ② **Health Bar** - Displays the current health of your character.
- ③ **Spell Bar** - Displays the amount of spell energy your character possesses.  
NOTE: Clicking on these bars displays the health and spells statistics.
- ④ **Examine Objects** - With an object on the mouse cursor, click on the eye icon to examine it.
- ⑤ **Use an Object** - With an object on the mouse cursor, click on the hands icon to use it.
- ⑥ **Character Figure** - Equip armor, weapons, and objects by placing them on the figure.
- ⑦ **Inventory Box** - Contains weapons or objects picked up in the Gaming Screen.
- ⑧ **Container Box** - Placing a sack or chest within this box places it in the character's hand and opens it. Removing the sack or chest from the character's hand, closes it.
- ⑨ **Magic Icon** - Click to open the Spell Book, describing each spell that you possess.
- ⑩ **Return to the Gaming Screen** - Click on this icon to return to the Gaming Screen.
- ⑪ **Statistics** - Shows the character's current Strength, Agility, Stamina, and Power.
- ⑫ **Experience Levels** - Shows the character's current ratings for magic and weapons experience.
- ⑬ **Armor Class** - Shows a character's current armor rating from unarmored to impervious.
- ⑭ **Active Magics** - Shows a character's currently active spell effects or potions.
- ⑮ **Affliction** - Shows whether a character has been poisoned or suffering from exhaustion.
- ⑯ **Encumbrance** - Shows whether a character is encumbered from carrying too many objects.
- ⑰ **Information Display** - Displays information when a statistic button is clicked on.
- ⑱ **Quest Journal** - Opens a journal of major quest objectives while adventuring.
- ⑲ **Options Icon** - Brings up the Options Screen.
- ⑳ **Save/Restore** - Takes you to the Save/Restore Screen.
- ㉑ **Drop Objects** - Allows you to drop objects on the Gaming Screen.
- ㉒ **Automap** - Brings up the Automap.



- ① **Gaming Screen** - Where all the action takes place. Four travel direction are available: forward, backward, turn left, and turn right. As you move the cursor to the top, bottom, left or right side of the gaming screen, the appropriate arrows are shown.
- ② **Character Portrait** - Clicking on the portrait will take you to the Character Sheet.
- ③ **Health Bar** - Displays your character's Hit Points.
- ④ **Spell Bar** - Displays your character's Spell Points.  
NOTE: Clicking on these bars displays the health and spells statistics.
- ⑤ **Right Hand** - Displays objects, such as weapons, in your character's right hand.
- ⑥ **Left Hand** - Displays objects, such as weapons, in your character's left hand.  
NOTE: Click on an in-hand object or weapon to use it. You can click to use an object in the left hand and R-click to use an object in the right hand. Typing **L** or **R** from the keyboard has the same effect. Click to use an object in the box. If one box is empty, R-click to put an object in the box from the cursor. If both boxes contain an object, R-click to swap objects between box and cursor.
- ⑦ **Spells** - Displays the character's acquired spells. Click on a spell icon to cast a spell. R-click to see its spell book entry.
- ⑧ **Automap** - Shows what has been seen in the immediate vicinity of the character. Click to bring up an overall game map.

### Keyboard Shortcuts

F1 Help	C Character Sheet	R Use object in right hand
F2 Save/Restore	D Drop object from cursor	P Push/Pull button or lever
F3 Options Screen	G Get object from cursor	T Throw object from cursor
A Automap	L Use object in left hand	V Invisible/Visible Interface

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