

Getting Started

IBM PCs and Compatibles

About the Wonderland Install Program

The Wonderland install program does a great deal more than simply copying the Wonderland files onto your chosen disk(s). It performs the following tasks:

1. It calculates the power/speed of your machine relative to the IBM PC/XT, which is defined as having a rating of 1. This rating is printed out for you.

On less powerful machines, animation is disabled by default; otherwise they would run unsatisfactorily slowly. You can choose to override this, but we do not advise it.

2. It works out, and tells you, how much free memory you have. The more memory available, the better. We recommend a minimum available figure of 500K RAM. Below certain limits, the install program will advise you that there is insufficient memory to go ahead.

Note: Memory-resident drivers will affect the available memory figure. **WARNING:** *Wonderland will only run under DOS 2.0 or later versions.*

3. It then checks on the availability of graphics cards. If there are a number of cards present, the install program will generally choose the card with the highest resolution. You may change this default if you wish. For example, you may prefer viewing in EGA rather than in the more powerful VGA mode.

Furthermore, the RAM on both the EGA and VGA cards can be used by Wonderland as storage space. The EGA card has more free memory for Wonderland to exploit, enhancing overall performance.

In some cases, you may need to change the default to take advantage of installed graphics cards. For example, the Tandy display adapter looks like a CGA to the install program. Similarly, an SVGA card (Video 7- or Paradise-compatible) appears like a normal VGA. You must tell the install program if you have one of these cards or Wonderland will be unable to use them to full advantage.

Note: Wonderland prefers the VGA mode over the SVGA. This is because of the additional memory available to it when running in this mode.

4. It identifies all disk drives attached to the machine. The install program uses this information to produce a list of installation choices, and, in the case of floppy drives, the number of disks required to install Wonderland. Suppose you have a single 5.25" floppy drive (A:) which can format 360K or 1.2M floppies, and a hard disk (C:). The install program will offer you three options:

1. Install on A: using 9 360K floppies;
 2. Install on A: using 3 1.2M floppies; or
 3. Install on C: (The install program's default choice).
- Note also that you can install Wonderland on mixed media, for example on a combination of 3.5" and 5.25" floppies—providing the install program can see both types of drive on your machine.

Note: On older machines—Tandys in particular—the install program may be unable to differentiate between 5.25" and 3.5" disk drives. If this situation arises, you will be asked to confirm which type you have.

5. It asks you whether or not you wish sound to be produced for the Roland or AdLib sound cards.

If you have an AdLib card installed, we recommend that you remove the AdLib sound driver by editing your CONFIG.SYS file and rebooting your machine. If you are unsure how to do this then consult your DOS Manual. Wonderland has its own built-in driver for the AdLib card. Removing the standard driver will free up valuable memory within your machine thereby improving the performance of Wonderland.

6. It installs the Wonderland file set according to its defaults or your replacement criteria.

Immediately before installation begins, if you are using a hard disk, the install program will suggest, as a default, a suitable place to install Wonderland: C:\GAMES\WONDERLAND.

You can alter this path and directory if you so wish. This choice is not available for floppy installations; the program will simply begin the installation process with the usual requests for new disks.

7: It (optionally) decompresses graphics onto a hard disk. Once the main installation is finished (providing the game has been installed on a hard disk and a suitable graphics card is available), the install program will ask if you want to decompress the graphics onto the hard disk. This uses a lot of disk space but increases performance considerably, particularly in the time it takes to display a large illustration. Note: There are several particularly large animated scenes in Wonderland. Preparing these for display will necessitate closing down all the currently open windows. Once this preparatory work has been carried out, however, and the graphic is on display, you may reopen the windows which the Wonderland Memory Manager was forced to close. The installation program will check the available space on your hard disk and warn you if there is insufficient to complete the installation process. If your disk is particularly full, you may find either that you are unable to install Wonderland or that there is insufficient space to decompress Wonderland's graphics.

Overriding Installation Defaults

The install program will prompt you for each default it offers, and ask if you want to override it. The default option is always given in square brackets. In each case,

- Type Y <RETURN> to override the offered default, or
- Type N <RETURN> or just <RETURN> to accept the offered default, or
- Type ? <RETURN> to obtain a brief explanation of how and why the default was chosen.

Note: The symbol <RETURN> refers to the key labelled Enter, Return or ⏎ on your keyboard. You do not have to type the word "Return". In fact, if you do, nothing will happen.

Installing Wonderland

You may install Wonderland on a variety of media. These are as follows.

- 1 A hard disk drive
- 2 One or more 5.25" floppy drives
- 3 One or more 3.5" floppy drives
- 4 A combination of 5.25" and 3.5" floppy drives

Note: If you intend to install Wonderland on floppy disks, please ensure that you have an adequate supply of formatted disks to hand.

A Step-by-step Guide to Installation

Before you start, please ensure that the DOS system prompt is visible on your screen and waiting for your commands. Note that this may necessitate quitting from any automatically executed programs once your machine has booted.

The following instructions assume that you have installed Wonderland on floppy drive A. If this is not the case, you should substitute your chosen drive for all references to A.

- 1 Put your Wonderland Disk 1 into drive A
- 2 At the system prompt, type A:<RETURN>
- 3 At the next system prompt, type INSTALL<RETURN>
- 4 Follow the instructions as they appear on screen referring as necessary to this and previous sections of this document for guidance.

If you have insufficient memory for Wonderland to be installed, the installation program will warn you of the problem. If this happens:

- 1 Check and turn off memory-resident software—for example, RAM disks, caching programs, non-standard drivers or memory-resident software.
- 2 Reboot your computer
- 3 Try again!

If you have insufficient disk space for Wonderland to be installed, again the installation program will inform you. If this happens:

- 1 Delete all unwanted files from your hard disk
- 2 Restart the installation program

The optional facility to decompress Wonderland's graphics onto your hard disk requires a large amount of free disk space. If the required space is not available you will be warned in the installation dialogue. You may continue with the installation at this point if you do not wish to take advantage of this feature. If you want to install the decompressed graphics on your disk, however (and we advise that you do so):

- 1 Delete all unwanted files from your hard disk
- 2 Restart the installation program.

Starting Wonderland

Wonderland may be run straight from the floppy disks supplied or from a version created using the install program. You are strongly advised to install Wonderland.

However you intend to run Wonderland, ensure that the DOS system prompt is visible on your screen and waiting for your commands. Note that this may require you to quit from any automatically executed programs once your machine has booted.

Running Wonderland from the Master Disk Set

The following instructions assume that you have installed Wonderland on floppy drive A. If this is not the case, you should substitute your chosen drive for all references to A:

- 1 Put your Wonderland Disk 1 into drive A.
- 2 At the system prompt, type A:<RETURN>
- 3 At the next system prompt, type WONDERLAND<RETURN>
- 4 Follow the instructions as they appear on the screen.

Running an Installed Version of Wonderland

Once Wonderland has been installed onto either a hard disk or floppies, you may run it as follows.

Running from a Hard Disk

The following instructions assume that your hard disk is called C: and that you have installed Wonderland in the default directory offered by the install program (C:\GAMES\WONDERLAND). If this is not the case, you should substitute your chosen drive and/or path for all references to C: and \GAMES\WONDERLAND.

- 1 At the system prompt, log to your hard drive by typing C:<RETURN>
- 2 Now change to the Wonderland directory by typing CD \GAMES\WONDERLAND<RETURN>
- 3 Then start the game by typing WONDERLAND<RETURN>

Running from Floppies

The following instructions assume that you have installed Wonderland on floppy drive A. If this is not the case, you should substitute your chosen drive for all references to A:

- 1 Insert disk 1 of your installed disk set into drive A
- 2 At the system prompt, log to drive A by typing A:<RETURN>
- 3 Now start the game by typing WONDERLAND<RETURN>

Using the Mouse, Joystick or Arrow Keys

Ideally you will be using a mouse to control Wonderland. If you do not own a mouse, however, there are two further options available to you. Note: If you intend to use a mouse, please ensure that you have a mouse driver installed. This may require you to edit your CONFIG.SYS file. If you are unsure how to do this consult your DOS Manual.

Joystick

Wonderland interprets the movements and button presses of a joystick to simulate a mouse. Moving the joystick to the left will cause the on-screen mouse pointer to move in that direction. Similarly, movements to the right, forward and backward cause the the pointer to go right, up and down respectively. It is not possible here to be specific as to which

joystick button acts as the left or right mouse button since the placing of these buttons will vary from joystick to joystick. Try it!

Arrow Keys

The arrow (or cursor) keys are located on your numeric keypad which lies to the right of the main keyboard area. There are four of them and each is marked with an arrow. You may have a keyboard which also has a cursor keypad (between the main keyboard area and the numeric keypad) where these keys are duplicated. You may use whichever set of arrow keys you prefer.

In addition to the arrow keys, two further keys are set aside for simulating the left and right-hand mouse buttons. These are the Home and Page Up keys. You should treat the Home key as the left-hand mouse button and the Page Up key as the right. These too are to be found on the numeric keypad and may be duplicated on a cursor keypad.



Stop Press

On disk 1 of the supplied master disks you will find a file named READ.ME. This file contains additional information regarding specific quirks and problems you may encounter with certain hardware configurations. To read this file:

- 1 At the DOS system prompt, insert your supplied master disk 1 into drive A
- 2 Log to drive A by typing A:<RETURN>
- 3 At the next system prompt, type TYPE READ.ME<RETURN>
- 4 The contents of the file will be displayed. You may pause the scrolling of the text if it goes off the top of your screen by typing ^S. To restart the text scrolling, type ^Q

Note: The symbol ^ simply means that you hold down the 'control' key on your keyboard. This may be labelled "Control" or "Ctrl". You must hold this key down and press the S or Q key simultaneously.