

**PLEASE
READ THIS
FIRST**

**Advanced
Dungeons & Dragons
Collector's CD-ROM**

**Installation and Interface
Operating Instructions**

WHY SHOULD YOU READ THIS FIRST?

Thank you for purchasing the AD&D Collector's CD-ROM. This brief overview of the installation and use of the special interface will save you time by helping you avoid problems and take advantage of special features.

HOW THIS CD-ROM IS ORGANIZED

This CD-ROM contains the following:

1. AD&D Collector's CD-ROM Interface.
2. Five AD&D games.
3. AD&D Rule Books, Adventurer's Journals, Tables, and Graphics for each game.

AD&D COLLECTOR'S CD-ROM INTERFACE

The interface allows you to do the following for each of the five games:

1. Preview a game.
2. Install a game.
3. View the instructions (Rule Book) for a game.
4. View the Adventurer's Journal for a game.
5. View the Tables and Graphics for a game.

To access the interface, simply:

1. Insert the CD-ROM.
2. Double-click on the "Mac" folder.
3. Double-click on the "Start Here" icon.



Viewing Rule Books, Adventurer's Journals, etc.

After double-clicking on the "Start Here" icon, you will be presented with a main menu containing all five games. Select one of the games by single-clicking on it.

After clicking on any of the games, you will be presented with a screen offering you the many features of the interface. Select the Instruction Manual, Adventurer's Journal, or Tables by clicking once on the appropriate button.

After viewing any of the manuals, Tables or Adventurer's Journals, you may return to the interface by selecting "Quit" from the FILE menu.

! IT IS CRITICAL THAT YOU RETURN TO THE INTERFACE BY SELECTING "QUIT" FROM THE FILE MENU, rather than by simply closing the document and then clicking on the interface. If you don't select "Quit" from the File menu, the next time you try to view Rule Books, Adventurer's Journals, etc. for another game, the interface will assume you wish to continue where you were previously, rather than automatically opening the instructions, etc. for the new game.

The complete text for each game's Rule Book and Adventurer's Journal is stored in a few sequentially-numbered documents. To move from one document to the next, select

"Close" from the File menu. Then, select "Open" from the File menu and double-click on the appropriate document.

Graphics from the Rule Books and Adventurer's Journals may be viewed by selecting the appropriate graphic under the "Graphics" menu.

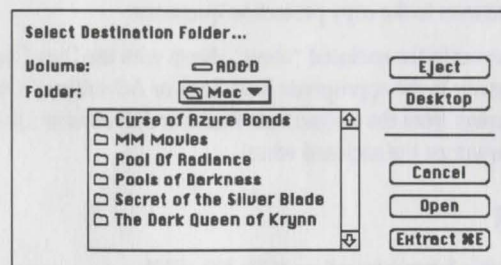
NOTE: You may also view these documents without running the interface. Complete Rule Books, Adventurer's Journals, Tables, etc., for each game are located inside the "Mac" folder on the CD-ROM. To view them, simply double-click on any of the documents. Doing so will automatically open a program that allows you to view the document. If you wish, you may also view the Rule Books and Adventurer's Journals while running the games.

Previewing a game

You may preview any game by selecting the game from the main menu and then single-clicking on the "Preview" button. Please remember that any characters or game progress will not be saved until you actually install the game on your hard disk.

Installing a game

After selecting any of the games from the main menu, you may install it by clicking on the "Install" button. You will then be presented with the following screen:



1. Click once on the "Desktop" button.
2. Double-click on your hard disk, now shown in the directory.
3. Click once on the "Extract" button.

The game will now be installed in its own folder on your hard disk. You may run it by quitting out of the interface, double-clicking on the game's folder and then double-clicking on the game.

NOTE: The games may also be installed without running the interface. Inside the "Mac" folder on the CD-ROM are folders for each of the five games. To install any of the games, drag any of these folders to your hard disk.

MEMORY RESTRICTIONS

These games will work with any Macintosh (except PowerMacintosh) with 4MB of memory running System 7.

If you experience any memory problems, try re-starting your computer with your extensions turned off. You may do this by holding down the SHIFT key and selecting "Restart" from the Special menu. Keep holding down the SHIFT key until you see the message "Welcome to Macintosh. Extensions Off."

Turning off your extensions should resolve most memory problems. However, if doing so does not resolve a problem with memory on your machine, you may wish to run the games or view any of the documents without running the interface. You may do this by dragging the folder for any of the games to your hard disk, as described under the special note in the installation section of this manual.

COPY PROTECTION

As originally designed bySSI, each of the AD&D games include a form of copy protection that requires you to look up various words in your manual. To make this task less painful, we have included copy protection "cheat" sheets in the Data Card booklet. There are four ways to obtain the answers to the copy protection questions:

1. Look up the answer in the enclosed "cheat" sheets with the Data Cards.
2. Look up the answer in the appropriate Rule Book or Adventurer's Journal.
3. Look up the answer from the on-line Rule Books or Adventurer's Journals.
4. Look up the answer on the enclosed wheel.

CLUE BOOKS

Clue Books are available for sale by calling (612) 559 - 5301.

TECHNICAL SUPPORT

Technical support is available for help with installation or operation. Please call (612) 559 - 5301 or send a fax to (612) 559 - 5126. Please be near your computer when calling for technical support.

Thank you for purchasing the AD&D Collector's CD-ROM!

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