

Amiga Reference Card

**Advanced  
Dungeons & Dragons®**  
COMPUTER PRODUCT

**GATEWAY TO THE SAVAGE FRONTIER**

**Game Inventory:** This game includes the following;

- 3 Game Disks
- 1 Rule Book
- 1 Adventurer's Journal
- 1 Reference Card

**Before Beginning Play:** *Make a backup copy of your original disks with the Amiga DOS DISKCOPY command.* Put your original disks away and install or play the game from your copies. Refer to your computer manual for information on how to use AmigaDOS commands.

**NOTE:** If you do not make copies of your original disks, you will not be able to save your game.

**System Requirements:** GATEWAY TO THE SAVAGE FRONTIER will run on an Amiga 500, 1000, or 2000 with at least 1 megabyte of system memory and 1 floppy drive. Playing from a hard disk is not required, however, hard disk installation is available on your game disks. Your hard disk must have at least 2 megabytes of available space to install the game.

**Hard Disk Installation:** To install GATEWAY TO THE SAVAGE FRONTIER to your hard disk, use the following steps:

- Step 1 - Boot up your system using Workbench 1.2 or higher (Amiga 1000 users: first boot with Kickstart 1.2 or higher).
- Step 2 - Insert Disk A into DF0:.
- Step 3 - Double click on the Disk A icon.
- Step 4 - Double click on the "Install\_DH0:" icon to install the game to DH0: or double-click on the "Install\_DH1:" to install to your DH1: partition.



**Starting the Game:** To play GATEWAY TO THE SAVAGE FRONTIER from your hard disk, boot up your computer, open "Gateway" drawer where the game is currently residing and then double-click on the "Gateway To The Savage Frontier" icon.

If you are playing from floppy disks, simply insert Disk A instead of Workbench when booting, or insert Disk A after booting from the Workbench. Amiga 1000 users: boot your system using the Kickstart disk first, then insert Disk A when prompted to insert the Workbench disk, double-click on the Disk A icon, and then double click on the "Gateway" game icon. Note: You must boot the game from DF0:.

**Getting Started Quickly:** To begin playing right away, a pre-rolled party of adventurers is stored as save game "A" in the save directory (on disk A for floppy users). Choose Load Saved Game from the character creation menu and then choose save "A." After the saved game is loaded select Begin Adventuring to start your journey. Choose the Encamp command from the Adventure menu and have all of your spellcasters memorize spells.

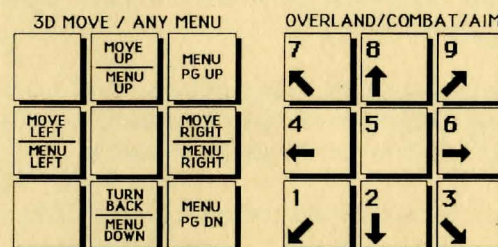
**IMPORTANT NOTE:** You must save the game at least once every hour, or the game may fail. If failure occurs, you may restart the game from your last save.

**Making Choices:** Choices are made in GATEWAY TO THE SAVAGE FRONTIER using command buttons and vertical menus. A command button may be activated by clicking a mouse button while the pointer is on the button or by typing the first letter of the command. An entry in a vertical list may be highlighted by clicking a mouse button while the pointer is on the entry or using the [Home] (7) and [End] (1) keys on the keypad. If there are more entries in a vertical list than will fit in the window simultaneously, scroll arrows will appear on the right side of the window to move up and down the list a page at a time. The [Menu PgUp] (9) and [Menu PgDn] (1) keys on the keypad also page up and down a list. Where there is a default command button for a scrolling list, double-clicking a mouse button will activate the default command.

**3-D Movement:** The mouse may be used to turn back, left, right, or move forward. The 2, 4, 6 and 8 keys on the numeric keypad have the same effect.

**Combat:** When moving, the mouse pointer is an arrow which shows the direction of the adjacent space into which the active character will move/attack when a mouse button is pressed. The numeric keypad may also be used to move into adjacent spaces as indicated in the diagram. When aiming manually, the mouse pointer becomes a crosshair which is used for selecting any space visible in the window as a target. Clicking a mouse button on the edge of the combat window will scroll the viewing area in the direction of the selected edge.

**How To Move Around:** In 3-D travel the party can move forward, turn right or left, or turn around. In combat you can move in any of eight directions using mouse or cursor.



**Storing Excess Money and Items:** To deposit items into the Vault, View a character's items, highlight and unready the desired item and use the Deposit command. To deposit specific amounts of money, View the character, highlight the appropriate denomination and use the Deposit command. To deposit all of the party's money choose the Pool command.

**Tips on Successful Combat:** The following are useful tips while fighting in GATEWAY TO THE SAVAGE FRONTIER.

- Keep your party together so that they can concentrate their attacks on the monsters. Protect your party's flanks so that monsters will not be able to get to spell casters and archers.
- However, when you fight against magic users, spread your party out to avoid the effects of area spells, such as *fireball*, *ice storm*, and *confusion*.
- Channel enemy attacks, by making monsters helpless. *Fireballs* are larger indoors than they are in the overland. *Hold* spells can be



targeted against several different enemies. *Lightning bolts* can bounce off walls and attack one target twice with the same spell.

Differences In the Amiga Version: The Amiga version of GATEWAY TO THE SAVAGE FRONTIER is slightly different than the game described in the Rule Book.

While moving in combat the ESC key and UNDO button will 'take back' your current move, but it will not erase any damage you have taken during the move.

You may maintain up to 10 saved games on a disk at a time (depending on space available). Save each game under a letter (A-J). Use that letter when recalling your save.

CTRL-Q:	Sets all characters to Quick (computer control).
[Space]:	Removes all characters from "Quick" control.
[Return]:	Toggles magic spells on/off for characters set to Quick.
CTRL-S:	Toggles sound on and off (may be used at any time).

Special thanks to: John Kirk, Cyrus G. Harris, Eileen Matsumi, André Vrignaud, and Dale Palmer.



ADVANCED DUNGEONS & DRAGONS is a registered trademark owned by and used under license from TSR, Inc., Lake Geneva WI. ©1992 Strategic Simulations, Inc. ©1992 TSR, Inc. All Rights Reserved.