

## IBM and Compatibles Data Card



### Game Inventory

Two 1.2 Meg 5.25" Disks, or One 1.44 Meg 3.5" Disk and One 720K 3.5" Disk; One Manual; this Data Card

### Hardware Specifications

**Operating system:** DOS 3.3 or greater.

**Memory:** 640K minimum with at least 550K of available memory free.

**Graphics:** VGA only.

**Sound:** PC Speaker, Tandy 3-Voice Speaker, Adlib, Soundblaster or 100% compatibles.

**Input Devices:** Mouse, Keyboard. Mouse recommended.

**System Requirements:** THE SUMMONING requires at least one high density floppy drive and one hard drive with at least 3.5 Megs of hard drive space available. We recommend that you allocate at least 2 Megs of additional hard drive space for saved games. Files must be set greater than or equal to 15 in CONFIG.SYS. You may check your free memory by typing CHKDSK at the DOS prompt. Should CHKDSK report less than the minimum required free memory, try one of the following:

- Remove memory resident programs to free additional RAM.
- Lower the number of FILES and BUFFERS in your CONFIG.SYS file.
- Format a plain DOS boot disk. To do this, place a blank disk in drive A and type FORMAT A:/S. When finished, reboot the system with your new boot disk, and start the game.

**Installing the Game:** The disks that come with the game are in a compressed format, and must be installed before you can begin play. We recommend that you backup your game disks before proceeding. You can do this with the DISKCOPY command. Refer to your DOS manual for more information.

1. To install the game place Disk 1 in any drive. Be sure this drive is the active drive.
2. Type **INSTALL** and then press the Enter key.
3. Follow all on-screen prompts.

**Configuring the Game:** After all of the game files have been installed to your hard drive, you may modify the following configuration features for your particular system.

**Select Input Device:** Choose either Mouse or Keyboard. If you choose Mouse, some Keyboard input is allowed so that you may combine the interfaces for optimal game play.

**Select Sound Device:** Select the type of sound on your system. Valid selections are: PC Speaker, Tandy 3-Voice Speaker, Adlib, Soundblaster, or None.

**Memory:** If expanded memory exists, (and an expanded memory driver is loaded) you may select how much memory you want to allocate to the game.

### Starting the Game

1. Boot your system normally with DOS 3.3 or greater.
2. Be sure that the hard disk containing the game is the active drive.
3. Change directory to the game's directory.  
Example: To change to the default directory type **CD\SUMMON** and press Enter.
4. Type **SUMMON** and press Enter.

**Copy Protection:** To answer the copy protection questions, find the indicated page in the manual and use the mouse or keyboard to select the five faces on the top of the page.

**Saving Games:** Saved games can take up a lot of space on your hard drive, up to 800K per save when you approach the end of the game. Make sure that you have enough space on your hard drive for save games. We recommend at least 2 Megs free. If you are saving games to floppy disks, you will need to format high density save disks before playing. Refer to your DOS manual for more information on how to format disks.

**NOTE:** *Save at the beginning of each level.* Be warned that some levels require you to find certain items or do certain actions before you can complete the level. Trial and error may be the only way to continue.

**Printing Notes:** For proper map and text printing, your printer **MUST** be set up to print out using the full IBM character set. Otherwise, you will not be able to get lines for walls. If you are using a laser printer, this may require you to change the current display font. Refer to your printer documentation for instructions on how to do this. Also, if you are printing out conversations to a laser printer, you might have to press the Form Feed button to see the end of your conversation as it might not have filled up a full page in the laser printer's memory.

**Errata:** Run SETUP.EXE from the SUMMON directory to reconfigure the game. Press F9 to toggle sound on/off in the game. Press ALT-Q to quit the game at any time.

### Quick Start Information

Disk option menu:

<b>SAVE</b>	Save the current game.
<b>RESTORE</b>	Restore a saved game.
<b>DELETE-SAVE</b>	Delete an old save game.
<b>CHANGE</b>	Change the name of an old save game to a new name.
<b>GAME</b>	Go to the game options menu.

Game option menu:

<b>PRINTER</b>	Turn conversation printing on or off.
<b>MAGNIFY</b>	Turn magnify object mode on or off.
<b>TEXT</b>	Turn battle text on or off.
<b>START</b>	Start a new game.
<b>QUIT</b>	Quit the game and return to DOS.
<b>DISK</b>	Go to the disk options menu.

**Character attribute information:** For all attributes, a value of 10 is average. In general, values less than 10 will be detrimental and values greater than 10 will be helpful.

**STRENGTH** affects the amount of weight your character may carry and it increases the amount of damage done with melee weapons.

**AGILITY** directly affects the speed of your character. An agility of 15 or greater will grant speed bonuses. Agility will also affect the ability to hit opponents during combat.

**ENDURANCE** will decrease through tiring activities such as long combats, playing encumbered, or by pushing heavy objects long distances. Reduced endurance will slow you down.

**ACCURACY** affects your character's ability to hit with any weapon, but it is more critical when using projectile weapons.

**TALENT** directly affects the number of spells your character may memorize.

**POWER** directly affects the results of most spells. The higher the power, the greater the result.

For example, power affects the damage of some spells and the duration of others.