

Advanced Dungeons & Dragons[®]

COMPUTER PRODUCT

WAR OF THE LANCE

Before Beginning Play:

Please make a back-up copy of your game disks and put the originals away for safekeeping. There is no copy protection on the disks, so you can copy them with the DOS DISKCOPY command. Refer to your DOS manual if you have any questions.

Floppy Disk Loading Instructions:

From the appropriate floppy drive prompt, simply type **START** to play. When playing off of floppy disks, you must have a pre-formatted MS-DOS disk available for saves.

Hard Disk Loading Instructions:

-From the appropriate hard disk prompt, make the directory "Lance" by typing **MD LANCE**. Consult your DOS manual for the instructions specific to your machine if this does not work.

-Enter the Lance directory by typing **CD LANCE**.

-Finally, you need to copy the game from the floppy disk onto the hard disk. From the Lance directory on your hard drive, type:
COPY X:*. * Y:\LANCE where *X* is the letter of the source drive where the original Lance disk is located and *Y* is the letter of the target hard drive.

-After a successful copy into the **LANCE** directory, enter the **LANCE** directory and type **START** to play the game.

Opening Menu:

The cursor keys should be used to select all options. When your choices are made, press <SPACE> to start the game.

Save/Load/Delete/Restart:

Saved games are listed by the letter you choose for the save, A through Z, then by the month, and then by the year. For example the "A" save of March, year 348 would be: **AMAR348**. You may only save a game onto the disk drive from which you originally started the game.

You can delete specific files by individual name or a group of files by their collective letter.

Reconnaissance:

Selecting the Recon command during Movement phase now displays all unit types present under any icon or stack. Friendly units may also be viewed by the Recon command, giving an accurate display of all troop types in the icon or stack.

Movement Phase:

The "5" key on the numeric keypad centers the cursor on the current screen.

Quadrant:

When you wish to view different Quadrants, the numeric keypad may be used.

Combat:

When attacking, you have the option to Advance. If you select this option and are successful in your attack, your unit moves to the defeated unit's square. If you do not select this option, your unit holds its position.



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