




Quick Start Guide

IBM / Tandy
and
compatibles

Getting Started

Your copy of Dungeon Master includes disks for both 5.25" and 3.5" drives. Each set contains the entire game. You can run the game from a floppy drive if the entire game is on one floppy disk. Otherwise, you will need to install the game to your hard disk. When you are finished installing Dungeon Master you should put all of the disks away for safe keeping in case you need to re-install the game sometime in the future.

Hard Drive Installation

1. Make sure that all of the disks are write protected. On 3.5" disks the small window must be in the open position. On 5.25" disks the notch near the corner of the disk must be covered with a write protect tab.
2. Insert disk #1 in the selected drive.
3. Change drives by typing the selected drive's designator (A,B,C, etc.) followed by a colon ":" and press the "enter" key.
4. Type "install" and press the "enter" key. 
5. After typing "install" you can follow all of the on-screen instructions to complete your custom installation of Dungeon Master for your computer.
6. After Dungeon Master has installed itself on your hard drive, follow the instructions to change to the drive where Dungeon Master is installed. Type "DM" to start the game.

If you experience any difficulty while installing Dungeon Master, call **PSYGNOSIS Technical Support**

on

051 707-2333 between 9:30 a.m. and 5:30 p.m.

(Monday-Friday)

We will do our best to help.

Controlling Dungeon Master

Your IBM/Tandy version of Dungeon Master has three options for controlling the game.

Mouse

The mouse is by far the best way to play Dungeon Master. Dungeon Master can be controlled using only one mouse button. In most cases, the left hand button will control the game. Dungeon Master can make use of a second button also. If you have a mouse with more than two buttons, it is likely that the right hand button will be the other active button. A little experimentation will demonstrate the usefulness of the second button.

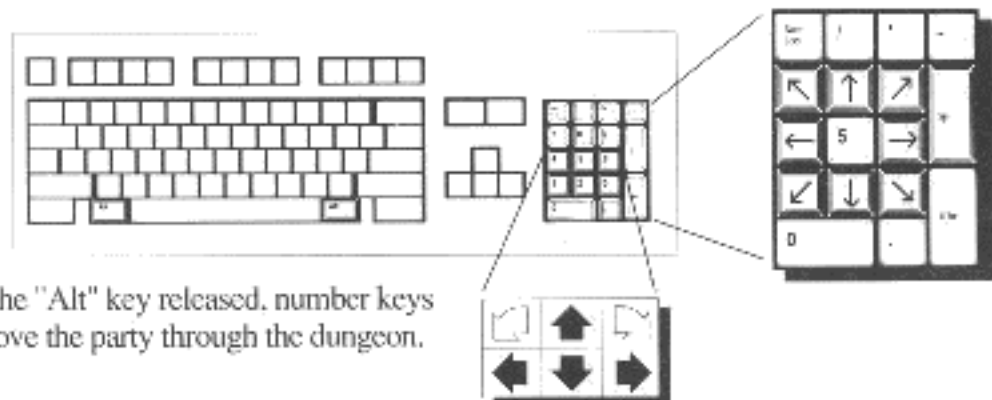
Joystick

If you have no mouse available, it is possible to use an analog joystick. If your IBM compatible computer has a joystick, it is probably an analog style joystick. Dungeon Master will recognize the presence of a joystick and let you select it for use during the "install" procedure. The "fire" button on your joystick takes the place of the mouse button.

Keyboard

Although we discourage it, Dungeon Master can be controlled with the keyboard. Most players find the keyboard a difficult way to move about in the dungeon and that it detracts from the quality of game play. However, for some laptop users, the keyboard is the only option. If you must use a keyboard, refer to the diagram of numeral keys below, for the directional arrow substitutes. The mouse button is replaced by using the "Alt" key in conjunction with the "+" "plus" key.

With the "Alt" key depressed, the number keys shown with arrows move the cursor. The "Plus" key replaces the mouse button.



With the "Alt" key released, number keys 1-6 move the party through the dungeon.

