

**Q:** Will set the entire party to AUTO (computer control for combat). <SPACE>: will return the party to your control from AUTO.

**M:** Toggles magic on/off for characters under AUTO control.

During combat enemy names will be displayed in inverse letters. The names appear on the right side of the screen whenever the cursor is over a character in your line of sight (one that one of your player characters can see).

**Hint:** If you find combat to be either too easy or too difficult, use the Level command -- rule book, page 7.

**Note:** This game requires that your computer have a 65C02 processor.



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Apple Data Card

# Advanced Dungeons & Dragons®

COMPUTER PRODUCT

## CHAMPIONS OF KRYNN

**Before Beginning Play:** You should back up both sides of all three game disks as well as the front side of the Boot Disk before beginning play. You may do this with the copy utility included on the Boot Disk.

**WRITE PROTECT THE COPIES,** put the originals away and play off of the copies. Format two blank disks as save game disks. While playing the game you should alternate saving the game first to one disk and then to the other. This way you will always have two backup positions in case your characters get into a particularly nasty situation. Whenever the computer prompts you to change disks, place the correct disk in the drive and press the joystick button or RETURN.

**To Start The Game:** Connect your computer and monitor. If you use a joystick, make sure it is properly connected. If you have a Hard Disk, turn it off. IIs users should use the control panel to set startup slot to 6. Turn on the monitor. Insert the Boot Disk into Disk Drive 1 and then turn on the computer.

The first screen will give you a number of options: Play with Sound, Joystick Installed, Fast Computer CPU, Copy Krynn Game Disk, and Play The Champions of Krynn. These will appear each time you boot the game.

To change an option, use the up or down arrow keys to highlight that option and press the Return key. **EXAMPLE:** The default option for sound is Yes (sound on). To turn the sound off, highlight this option and press the Return key.

If your computer has an accelerator card or if you are playing on a IIs at fast speed, you should set the Fast



Computer CPU to Yes. You will need to change the joystick option to Yes if you are playing with a joystick.

The first time you boot the game, you should use the Copy Krynn Game Disk option to make copies of the disks we give you. To start the game, highlight the Play Krynn...option and press Return (Note: You will not be able to give commands with your joystick until after you have left the first screen).

**To Use a Joystick:** If you are using a joystick, you will have to initialize it at the start of each game. This initialization process tells the program how to read your joystick correctly. To initialize the joystick, you should place it as directed (center, left center, right center, top center, and bottom center) and press Return when the joystick is in the desired position. When this is done, center the joystick again and press return one more time to start the game.

**To Begin Playing Quickly:** A ready-to-go party of adventurers is saved on Disk 1, Side A. To load this party select LOAD SAVED GAME from the Party Creation menu and insert Side A when the saved game is requested.

The characters start at the very beginning of the game already outfitted with equipment and memorized spells. The exception to this is the kender character, who will have to ready his hoopak from combat or while encamped.

When using this party, you may exit the outpost as soon as Sir Karl is through speaking.

Refer to the sections on movement, combat, etc. in this data card, or from the rule book or journal as needed.

**Using Menus:** Most options in the game are selected from horizontal and vertical menus. Horizontal menus select action, such as casting spells, or readying weapons. Vertical menus generally select items to be acted upon, such as spells to be cast or weapons to be readied.

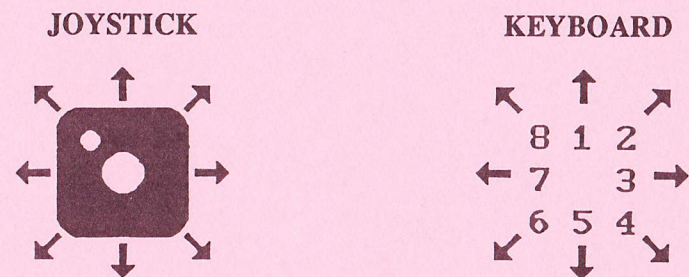
To access menus with the keyboard, use the up & down cursor controls for vertical menus and the left & right controls for horizontal. Press ENTER to make selections.

The joystick is similar to the keyboard; use the button to make selections.

**Moving:** To move in the 3D and area views, use the following commands:



To move or aim in combat, or to move in the overland view, use the following commands:



It is easier to get diagonal movement with the keyboard than with the joystick.

**Apple Specific:** The following items are Apple only, and are not in the Manual or Adventurer's Journal:

The <ESC> key is the same as the EXIT command from menus. In combat, pressing this key will "take back" a move. This will not erase any damage taken during the move.

Some items, such as hoopaks, can only be readied during combat or while encamped. If you attempt to ready such an item in the wrong place, you will get a NOT HERE message.