

GAME INSTALLATION

Smart Start™

In an effort to make game installation as painless as possible, we've created Smart Start™. Smart Start™ will automatically determine the graphics, sound, input devices and the speed capability of your computer system to optimize game characteristics. Smart Start™ will also take you step-by-step through the process of installing your game on a hard drive or making a backup copy. Don't be intimidated, just jump in and try it!

In the example below it is assumed that you are using floppy drive A, if not please substitute all references to drive A with the appropriate drive label.

Copying *Rise of the Dragon* to a Hard Drive

1. After booting, insert *Dragon* disk #1 in Drive A
2. Type A: [ENTER]
3. Type INSTALL [ENTER]
4. Select "Copy Dragon to Hard Drive" from the Smart Start™ menu.
5. Follow the on screen instructions.

Making a Backup Copy

Rise of the Dragon is not copy protected and it is recommended that you do not play from the original disks. Smart Start™ has a built in facility for helping you to create a backup.

1. After booting, insert *Dragon* disk #1 in Drive A
2. Type A: [ENTER]
3. Type INSTALL [ENTER]
4. Select "Create backup copy of *Dragon*" from the Smart Start™ menu.
5. Follow the on screen instructions.

Setting Preferences

Smart Start™ will do its best in deciding what type of computer equipment you have, but sometimes it may make a mistake or you may wish to try other graphics modes, sound configurations, etc. To modify Smart Start™ preferences, follow these steps:

1. **From a floppy disk:** insert *Dragon* disk #1 and type a: [ENTER]
From a hard drive: go to the *Dragon* directory on your hard drive.
3. Type INSTALL [ENTER]
4. Select "Change Graphics" or "Change Sounds/Music" from the Smart Start™ menu.
5. Follow the on screen instructions.

To run the game type "Dragon" from the *Dragon* hard disk directory or floppy disk #1.

TROUBLESHOOTING

Problem: My computer has at least 640K of memory, but I receive a message saying there is not enough memory to run *Dragon*.

Possible Solution: *Dragon* requires at least 570K of free memory. Your computer may be running a "pop up" (TSR) program or it may be connected to a device such as a LAN that uses a portion of the memory. In order to run *Dragon*, you will need to free up some of the computer's memory or select a different graphics mode from the Smart Start™ (Install) program.

Problem: The joystick is not working properly.

Possible Solution: Press Alt-C or select "joystick" under the Calibrate Menu to calibrate the joystick.

Problem: When playing from the keyboard strange things happen such as the cursor moving all around the screen.

Possible Solution: Press Alt-J to turn off the joystick or Alt-D to disengage the mouse. Also, joystick calibration, Alt-C, may alleviate the problem.

Problem: Constantly playing music bugs me, but I still want to hear sound effects.

Possible Solution: Press Alt-M to turn off the music or select "music off" from the Options Menu.

Problem: Graphics appear in a mode that I don't want.

Possible Solution: Use Smart Start™ to select the type of graphics you desire. Also check the original package to see if you are running a version of *Dragon* that contains the graphics mode you are trying to select.

If you have a problem that is not addressed on this list, please call or write our Customer Support Line at:

Dynamix/Sierra Customer Support
P.O. Box 485, Coarsegold, CA 93614
(209) 683-8989
8 A.M. TO 5 P.M. (PT) Monday through Friday

Rise of the Dragon

Quick Reference Card

MOUSE

LOOK

OPERATE

MOVE

MAIN INVENTORY

QUICK INVENTORY

USING WEAPONS

Aim

Fire

JOYSTICK

LOOK

OPERATE

MOVE

MAIN INVENTORY

QUICK INVENTORY

USING WEAPONS

Aim

Fire

KEYBOARD

LOOK

Press **ENTER**

PICK UP/DROP & OPERATE COMMANDS

Pick up = Press **Spacebar** or keypad **5**

Drop or Operate = Press **Spacebar** or keypad **5**

MAIN INVENTORY

Press **ENTER** +

QUICK INVENTORY

Press **Spacebar** or keypad **5** +

USING WEAPONS

 + Press **Backspace** = **Aim Locked**
 + Press **Spacebar** or keypad **5** = **Fire**

KEYBOARD CURSOR CONTROL

The numeric keyboard has **Arrow Keys** which can control up, down and diagonal movement of the cursor. The numeral **5** on numeric pad *Picks up & Drops* objects. The **ENTER** key controls the **LOOK** Command.



KEYBOARD HOT KEYS

- ESC or F10 VCR Menu
- Alt C Joystick Calibration
- Alt R or F9 Restart
- Alt Q Quit
- Alt S or F2 Sound ON/OFF
- Alt M Music ON/OFF
- Alt J Joystick ON/OFF
- Alt D Mouse ON/OFF
- Alt P Pause Game
- F5 Save Game
- F7 Restore Game
- C Screen Clock ON/OFF

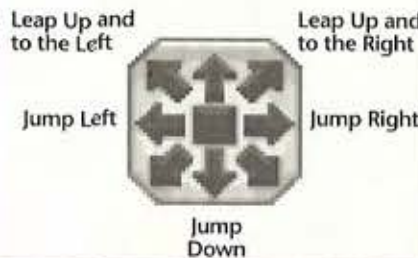
NOTE: During character interaction and non-interactive story sequences, pressing **Spacebar** or **ENTER** will advance to the next dialogue box or story screen.

ARCADE CONTROLS

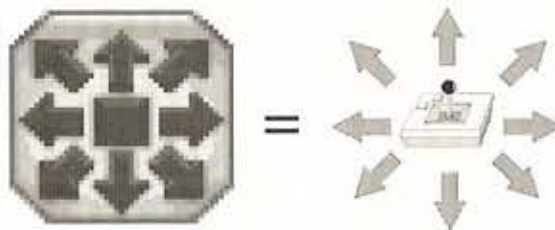
WALKING



JUMPING AND LEAPING



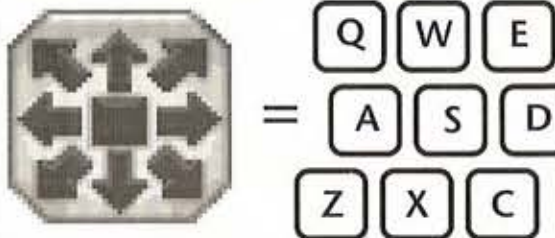
Joystick Controls



Mouse Control

When the game is set to mouse control, the Mouse Controls become active. They are used by simply moving the cursor over the arrow that represents the movement you wish Blade to make. This arrow will "highlight" to show that it has been selected. When the cursor is resting on the center square of the Mouse Controls, Blade will remain motionless.

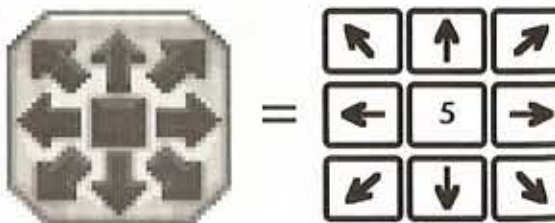
Standard Keyboard Controls



Arcade Commands

- Mouse control
- Jump = *right click*
 - Combat = *left click*

Numeric Pad Controls



- Joystick control
- Jump = **Button #2**
 - Combat = **Button #1**

- Keyboard control
- Jump = **ENTER**
 - Combat = **Spacebar**