EDITING YOUR CONFIG.SYS OR AUTOEXEC.BAT FILES

MS-DOS comes with a text editor. If you need to change or create a file, type **EDIT** *filename* (replace the word *filename* with the appropriate name of the file).

NOTE: You should back-up or copy your original CONFIG.SYS and AUTOEXEC.BAT files before altering them so you can restore them to their original configurations.

SOUND CARDS

If you are experiencing problems with your sound card, try running the diagnostic software that comes with your card. **80% of all sound card problems are due to mistaken configurations.**

If you are running a sound card that is not listed on the box label of this game, or are running a sound card in an emulation mode, your results may not be optimal. This game was tested only on the listed cards.

If you are experiencing problems with the game, try configuring the game for no sound. If the game will now run normally (but without sound, of course), then you probably need to reconfigure your sound. Type **SOUND** at the game directory, correct the IRQ setting, and try starting the game again. If your game still will not run, consult the manual that came with your sound card for diagnostic procedures.

MOUSE SETUP

If your mouse is not functioning, you should make sure the driver has been loaded. **Windows and other programs of its type have built-in mouse drivers that do not function outside of their environment.** Loading a mouse driver may be as simple as typing **MOUSE** (and pressing Enter/Return) before starting the game. Since the command differs from mouse to mouse, consult your user's guide.

If your mouse is acting erratically, it may be due to a software conflict or it may not be fully compatible with this game. Check with the mouse manufacturer to see if there is an updated mouse driver.

PLEASE READ THE FOLLOWING SECTION BEFORE CALLING TECHNICAL SUPPORT

If you are having problems, please consult the "Troubleshooting" section of this data card *before* calling technical support. We have a staff of technical support specialists ready to help you with any problem you may encounter with the game. If your problem is due to your system configuration they will tell you of the game's requirements and possible solutions.

Because of the millions of different hardware and software combinations possible with today's PCs, **you may still have to refer to your computer dealer, hardware manufacturer, or software publisher in order to properly configure their product to run with our game.** If at all possible, be near your computer when you call. The technical support agent will need specific information about your machine and may need you to access or change some files while you are on the phone. If it is not possible to be near your computer, be sure to have:

- a listing of all of your machine's hardware and its settings
- the contents of your AUTOEXEC.BAT and CONFIG.SYS files
- all the information listed after the CHKDSK or MEM command (read the "Memory" section)
- the current configuration of your game

Our technical support number is (408) 737-6850. Our hours are 11 am to 5 pm, Pacific Time, Monday through Friday, holidays excluded. NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.

Dungeons & Dragons
COMPUTER GAME

STRONGHOLD

WARNING: THIS GAME REQUIRES SPECIFIC HARDWARE AND SOFTWARE CONFIGURATIONS TO RUN PROPERLY. IF YOU HAVE PROBLEMS, PLEASE READ THE TROUBLESHOOTING SECTION OF THIS DATA CARD.

REQUIREMENTS

The *minimum* system requirements for this game are:

2 MB of RAM	VGA graphics	MS-DOS 5.0 or 6.0
A Color Monitor	A Hard Drive	A 100% Microsoft Compatible Mouse

In addition to the basic system requirements, you must also have 6 megabytes of space free on your hard drive and at least:

585,000 BYTES OF FREE BASE RAM.
1,000,000 BYTES OF FREE EMS/XMS.

Note: hard drive size and total system memory available have no bearing on *free RAM*.

To check your free base RAM, type **CHKDSK** from within the DOS directory. The free base RAM will be listed as "BYTES FREE" on the bottom line of the CHKDSK display. Compare the listed amount to the amount of free memory required by the game. If your amount is lower than the game requires, read the instructions given under the "Memory" section of this data card.

INSTALLING THE GAME

Your game box should contain: Two 3.5" disks, one manual, a building card, and this data card.

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 back up your game disks before proceeding.** You can do this with the DISKCOPY command. Refer to your DOS manual for more information on DISKCOPY.

1. To install the game place Disk 1 in your drive. Be sure this drive is the active drive. For example, to make drive B the active drive, type **B:** then press Enter/Return.
2. Type **INSTALL** and then press Enter/Return.
3. Follow all on-screen prompts.

CONFIGURING SOUND

At this point, you may modify the sound configuration for your particular system. Select the type of sound on your system. Valid selections are Soundblaster (regular, Pro 1, or Pro 2), PC Speaker, Adlib, Pro Audio Spectrum, Roland, or None. You will be asked the IRQ setting of your sound card. If you don't know, the safest answer is 'Don't Change'.

STARTING THE GAME

1. Boot your system normally with MS-DOS 5.0 or 6.0.
2. Be sure that the hard disk containing the game is the active drive.
3. Change the current directory to the game's directory. For example, to change to the default directory type **CD\STRONG** and press Enter/Return.
4. Type **STRONG** and press Enter/Return to start the game.

PLAYING THE GAME

For complete and specific "how to play" information, please refer to the manual.

COPY PROTECTION

To answer the verification question, find the indicated page and word in the manual and enter the correct word. *Do* count section headings.

MOUSE CONTROL

Left-click the mouse to perform actions in the game.

Right-click the mouse to automatically exit out of any menu. This substitutes for any DONE buttons.

KEYBOARD CONTROL

Note: these are shortcut keys only. A mouse is required to play STRONGHOLD.

G	Show compass
O	Create a leader (before all 5 are created), or view a leader when on-screen with his keep
V	Toggle view between postcard and overhead
B or L	Set pyramid to 100% build
T or ,	Set pyramid to 100% train
R or .	Set pyramid to 100% recruit
C	Center pyramid
< or -	Decrease magnet by one
> or +	Increase magnet by one
Enter/Return	Cycles through available pyramids
TAB	Selects a pyramid
Esc or F1	View options screen
F5 - F8	Selects first, second, third, or fourth visible building
1-5	Selects one of the five leaders listed on right side of screen
Arrow keys	Move around map
P	Pause on/off
Control-S	Sound effects on/off
Control-M	Music on/off

WHILE VIEWING A UNIT

H	Homes the unit
R	Readies the unit
U	Unassigns the unit

STARTING VALUES

The Peaceful, Aggressive, and Hostile worlds have different starting values for initial gold, gold storage, and auto-build status. They also have different morale requirements for promotions. These values are:

	initial gold	gold storage	auto-build	morale %
Peaceful	500	4000	ON	55, 57, 59, 61, 63, 64, 65, 66, 67
Aggressive	300	3000	OFF	start at 55, advance by 2's
Hostile	100	2000	OFF	start at 55, advance by 3's

RULEBOOK CORRECTIONS

Buildings are not damaged by combat in their block. Buildings are only damaged by being abandoned or by having monsters and no friendly units in their block.

There is a limit to the total number of units (friendly and enemy) in the world. If you can't generate new units, kill some monsters to free up unit slots.

WARNING: *DO NOT* exceed 30 monsters total in a custom world.

PREGENERATED CITY

Stronghold comes with a pregenerated city-in-progress in case you want a quick start for the game, or if you are a beginner and want a head start toward a successful city. To load the pregenerated city, press the button labeled First City after choosing the New Game option in the opening menu.

HELP BUTTON

The HELP button in the unit and leader screens brings up a menu of help topics. If you are stuck, try reading through these suggestions, as well as the playing tips at the end of the rule book.

TROUBLESHOOTING

This section provides you with several easy steps to solve some common problems. Lack of free memory is the most common and the "Memory" section is a good place to start.

MEMORY

This game requires 585,000 bytes of free base memory to run. Read the front page of this data card to find out how to check your free RAM. A computer with 16 megabytes of RAM can easily run out of free base memory. If you do not have enough free base memory, the game may tell you in the form of an error message, begin to run poorly, or not run at all. If you have found that your free RAM is too low, you can correct this by adjusting your CONFIG.SYS and AUTOEXEC.BAT files or by creating a bootable disk. Below are sample CONFIG.SYS and AUTOEXEC.BAT files. See the following section for instructions on editing these files. Remember, altering these files may affect the way other programs run on your machine, so save copies of your current files.

CONFIG.SYS	AUTOEXEC.BAT
FILES=25	PATH=C:\;C:\DOS,C:\MOUSE
BUFFERS=25	PROMPT PG
DEVICE=C:\DOS\HIMEM.SYS	LOADHIGH MOUSE
DEVICE=C:\DOS\EMM386.EXE RAM	
DOS=HIGH,UMB	

Another way to free more memory without changing your normal system configuration is to create a boot disk. A boot disk is the best way to temporarily change your system's configuration without possible side effects. (Note: The boot disk procedure outlined below may not work with PS/1s or laptops.)

Create a boot disk using one of the following methods.

If your A: drive is a 3.5" drive then
1) Place your STRONGHOLD disk 1 into your A: drive.
2) Change the active drive to A: by typing **A:** and press Enter/Return.
3) Type **INSTALL BOOT** and press Enter/Return.
4) Follow the on-screen prompts until you see the message 'Boot Disk Creation Successful'.

If your A: drive is a 5.25" and your B: drive is a 3.5" drive then
1) Place a blank disk in your A: drive. (NOTE: It **must** be your A: drive to operate properly.)
2) Place your STRONGHOLD disk 1 into your B: drive.
3) Change the active drive to B: by typing **B:** and press Enter/Return.
4) Type **INSTALL BOOT** and press Enter/Return.
5) Follow the on-screen prompts until you see the message 'Boot Disk Creation Successful'.

Note that this procedure will work for the majority of all systems. However, certain conditions may prevent our program from successfully creating a boot disk for your particular system setup (nonstandard mouse driver or operating system other than MS-DOS 5.0 or 6.0, for example). If you experience problems using this procedure, please call our Technical Support Department for help.

To start the game with this boot disk
1) Place your boot disk in drive A:.
2) Reboot your machine (Ctrl-Alt-Del on the keyboard, or hit the reset button).

After your machine reboots, you will find yourself in the STRONGHOLD game directory. Type **STRONG** and hit the Enter/Return key to start the game.