

The Colony

IBM Conversion Produced by

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IBM® Installation

What You Need

- IBM PC or 100% compatible (Turbo Machine).
- 640K main memory.
- Graphics Adapter Board.

What You Really Want

- IBM AT or better with 80286 or 80386 processor.
- 640k main memory.
- EGA adapter and monitor.
- Hard disk drive.
- Microsoft compatible mouse.

Backup ORIGINAL diskette(s). Put them in a safe place.

The Colony has been designed with the latest in 3D graphics technology. In order to best appreciate the Fly-By Environment Simulator, we recommend that you run **The Colony** on a faster

machine. If your machine has multiple speed settings, this game is designed to run at the fastest speed (Mhz) your machine can operate at. If you are unable to run **The Colony** at a faster speed, you may want to consider running **The Colony** at a lower resolution, with fewer colors available, or with polygon fill turned off (see below under **OPTIONAL INSTALLATION**).

Installation

Playing **The Colony** from Floppies.

- STEP 1.** Boot your computer with your DOS diskette.
- STEP 2.** Once you have received the A> remove the DOS diskette and replace it with your **Colony 1** diskette. (See below first if you wish to run **The Colony** with either a mouse or joystick.)
- STEP 3.** *One-Drive System* - Simply type **COLONY** at the A> and press Enter. You will be prompted when to switch diskettes as needed.

Two-Drive System - Place your **Colony 2** diskette in the B drive and type **COLONY /DATA:B:** and press Enter. Do not worry about the elaborate command you have just typed. We will explain in more detail below under **OPTIONAL CONFIGURATIONS**.

(**Note:** Before playing **The Colony** on a floppy drive system we suggest that you format and have ready an additional diskette for your saved games as there is not enough room on **The Colony** diskettes to save games. In addition, you should only save

games to a disk in your A: drive to avoid removing the data diskette.)

Playing **The Colony** from a Hard Disk

- STEP 1.** Boot your system from the hard disk.
- STEP 2.** At the C> type **MD COLONY** and press Enter.
- STEP 3.** Again at the next C> type **CD COLONY** and press Enter. You have now created and prepared a directory on your hard disk for **The Colony** files.
- STEP 4.** Place your **Colony 1** disk in the A: drive and type **COPY A:*.* C:** and press Enter. This will now copy the files from the **Colony 1** diskette to the sub-directory on your hard drive.
- STEP 5.** When Step 4 is complete, remove the **Colony 1** disk from the A: drive and replace it with the **Colony 2** disk. Repeat the procedure in Step 4 with the **Colony 2** diskette.
- STEP 6.** When Step 5 is complete remove the diskette from the A: drive and at the C> type **COLONY**. (See below first if you wish to run **The Colony** with either a mouse or joystick.)

(**Note:** 3.5" Diskette Users: The contents of **Colony 1** and **Colony 2** are included on one 3.5" diskette.)

Mouse

If you wish to run **The Colony** with a Microsoft compatible mouse, you must run the appropriate driver which came with your particular mouse before you type **COLONY**. Please refer to your mouse manual for the proper installation procedures.

Joystick

If you wish to run **The Colony** with a joystick you must first run the file JOYSTICK.COM from your **Colony 2** diskette. To do this first you must get to the appropriate DOS prompt for your system: A> for a floppy system, C> for a hard drive system. Then you must either insert the **Colony 2** diskette into your A: drive (floppy drive) or change to the Colony directory by typing **CD COLONY**. Then at either prompt simply type **JOYSTICK** and press Enter. You can now continue to run **The Colony** by following the appropriate directions above. Your joystick will now respond as if it were a mouse.

Keyboard

If you wish to run **The Colony** with keyboard control run the program without either the mouse or joystick driver. **The Colony** will then default to keyboard input.

(**Note:** If you wish to abort the opening sequence of **The Colony**, you need to press either *Shift-Mouse Button*, *Shift-Joystick Button*, or *Shift-Spacebar*.)

OPTIONAL INSTALLATION

In most cases you can run **The Colony** without any special installation process. When you load the program, **The Colony** will automatically detect which video board you have and will configure itself appropriately. However, speed, resolution, and color considerations may prompt you to want to run **The**

Colony under a mode other than the one assumed by the program.

In order to run **The Colony** with a different configuration you need to append the appropriate commands when you run the program. For example

COLONY /DISPLAY:E2 /DATA:B: /QUIET /FILL /CONFIG

runs The Colony in EGA 320x200 16 color mode, looks for disk 2 in drive B, turns the sound off, turns the polygon fill on, and saves the configuration to the diskette as the new default. Below is a complete listing of the command line options available when running **The Colony**. Remember to place a blank space before each of the [/] characters. (Options with "default" listed do not need to be specified.)

/DISPLAY:<display type>

Display Types

- A** AT&T & Compaq III 640x400 Monochrome
- C** IBM CGA 320x200 4 Color
- E1** IBM EGA 640x350 Gray Scale
- E2** IBM EGA 320x200 16 Color
- E3** IBM EGA 640x350 16 Color
- E4** IBM MCGA 640x480 Monochrome
- E5** IBM MCGA 640x350 Monochrome
- H** Hercules 720x348 Monochrome

/DATA:<data directory or drive>

This option tells **The Colony** where to look for the contents of

disk 2. For example: /DATA:B: would instruct **The Colony** to look for these files in the B drive, whereas /DATA:C:\COLONY would instruct the program to search the sub-directory "Colony" on the C drive.

/QUIET

Turns the sound off.

/NOQUIET

Turns sound on. (Default)

/DASH

Turns Support Systems Display on. (Default)

/NODASH

Turns Support Systems Display off.

/FILL

Turns on the polygon fill routine.

/NOFILL

Turns off the polygon fill routine. (Default)

/SHOW

Shows the appropriate configuration information when loading.
(Default)

/NOSHOW

Does not show the configuration when loading.

/?

Lists the help screen for the command line options.

/CONFIG

Saves the configuration information in a file (COLONY.CFG) so that the command line switches do not need to be used for future game play.

ADDITIONAL CONTROLS

Movement and Firing

Mouse / Joystick

When firing the lasers using the mouse/joystick you can easily switch between Manual Targeting and Automatic Tracking modes. The **LEFT** button controls the Automatic Tracking firing and will always fire in the direct center of your view-port. The **RIGHT** button controls the Manual Targeting mode and will always fire in the position of your movement cursor.

Keyboard

In addition to the controls previously mentioned in the manual for controlling **The Colony** with the keyboard, you can also use

the numeric keypad to control movement. In keyboard mode only Automatic Tracking mode is available. Pressing the Enter key will allow you to go through open doors.

Manipulating Objects

Mouse / Joystick

When you are through interacting with the two-dimensional objects in **The Colony** you need to press the **RIGHT** button to exit this mode and Enter to the three-dimensional mode.

Keyboard

The keys used to control movement in the two-dimensional mode of **The Colony** are the same keys used to control movement in the three-dimensional mode.

<i>Spacebar</i>	selects an object.
<i>Ctrl - Spacebar</i>	picks up an object.
<i>Shift - Spacebar</i>	exits two-dimensional mode.

You can control the speed at which the cursor moves by typing 1-5 at the top of the keyboard.

FUNCTION KEYS

F1	General Help.
F2	Help for 3D mode.
F3	Help for 2D mode.
F4	Help for Support Systems Display.
F5	Save Game and Quit.
F6	Load Saved Game.

- F7** Toggles Support Systems Display on/off.
- F8** Toggles Polygon Fill on/off.
- F9** Toggles Sound on/off.
- F10** Pauses Game.

ADDITIONAL KEY COMMANDS

CAPS-LOCK

When the Caps-Lock key is depressed your motion is slowed by 50%. This will allow you greater control of movement when you need it most.

CTRL

When you are moving in the three-dimensional mode, holding down the CTRL key will disable the interaction with two-dimensional objects so that you can move around them easily.

ADDITIONAL NOTES

Some additional hints to help you on your way.

- Look for the lights. When you first 'land' on the planet your ship has been damaged and the lights are out.
- Do not be overzealous with the power for your space-suit. Your reactor is very low and may not be able to supply all of the power you may need.
- Think hard about how airlock doors need to work

before you use them.

- Two very reliable search algorithms will help you find the entrance to the underground colony. Move in a spiral pattern away from your ship, or move in a grid pattern on the surface of the planet.
- You can't miss the entrance to **The Colony**. Nothing else on the surface of the planet looks quite like it.

GOOD LUCK

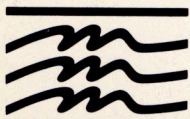
From the Author

This IBM conversion of "**The Colony**" uses MetaWINDOWS™ from Metagraphics Software Corporation. We have found that this high performance graphics toolkit is unmatched by any graphics system available for the IBM PC. We would like to thank Metagraphics for creating such a fine product.

Additional thanks go to Scott Lawrence and the rest of the QA team at Mindscape. They helped ensure that this game would be as good as it is.

And once again I thank my wife for her unceasing support and care.
This project would never have been completed without her.

David A. Smith



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