



MS-DOS version for 5.25" and 3.5" disks

The Black Cauldron is a 3-D Animated Adventure that differs from other adventure games. While other adventures require typing words or sentences to make the character do things, The Black Cauldron requires no typing at all. All commands are entered using your joystick and/or function keys. You play the entire game without typing a word. The commands for playing The Black Cauldron are described below. Refer to this card for directing and commanding Taran as he explores the kingdom of Prydain.

GETTING STARTED: Floppy Disk

1. Load MS-DOS and enter the current date and time information.
2. Format one or more disks (to save your games in progress or in some cases to make back-up disks).
3. Make back-up copies of your original disks. Note: Sierra's 3-D Animated Adventures support both 5.25" and 3.5" disk drives.

FORMATTING A DISK

1. Load MS-DOS.
2. At the prompt, with the DOS disk in drive a:, type "format b:" (even if you only have one drive) and press ENTER (some systems may respond only to the command "format"). When prompted, insert the disk you want to format into the drive indicated and press ENTER.
3. If you're operating DOS from a hard disk, type "format a:" and press ENTER and follow the prompts to format a floppy disk in drive a:.

WARNING: Formatting will destroy any data that may be on the disk.

BACKING UP YOUR PROGRAM MASTERS

Use the following procedures for backing up your original disks. In the examples that follow, we have chosen common floppy drive hardware configurations. You may use other drive designations if your system configuration differs from the example. In the commands below, simply substitute the letter(s) designating your drive(s) followed by a colon and a space. During the copying process, you will receive a message that you've encountered an unrecoverable read error on the source disk. You may be prompted to "Abort, Retry, or Ignore." If you receive this prompt, press "I" to ignore and copying will continue. At the end of the process, you will get the message that the target disk may be unusable. Disregard this message as your back-up (target) disk will work. You will still need the original to verify your back-up disk during the loading of the game.

One Floppy Drive

1. Using MS-DOS, from the prompt type "diskcopy a: a:" and press ENTER.
2. Follow the screen prompts to complete the copying process.

Two Floppy Drives

1. Using MS-DOS, from the prompt type "diskcopy a: b:" and press ENTER.
2. Follow the prompts on-screen to copy the original disk to a back-up.

LOADING INSTRUCTIONS (from floppy disk)

1. Load MS-DOS and enter the current date and time information.
2. At the prompt, insert your back-up program disk 1 into the drive, type "sierra", and press ENTER.
3. You will be prompted to briefly swap the back-up disk with your original program disk so that authenticity may be verified.
4. To bypass the opening sequence, press any key.
5. If the picture isn't centered on your screen, hold down the CTRL and ALT keys and press the left/right arrow keys or left/right direction keys from the number pad (some MS-DOS machines) to center the graphics display.

GETTING STARTED: HARD DISK

INSTALLATION AND LOADING

1. Load MS-DOS and enter the current date and time information.
2. Insert the original program disk (disk 1 if 5.25" disks) in a floppy drive. Change the DOS prompt to the letter of the floppy drive containing the original disk by typing the letter of the drive followed by ":" and ENTER.
3. From the prompt, enter the command "installh c:" where your hard disk is designated as drive c:. If your hard disk has a letter designation other than c:, use it instead.
4. Follow the screen prompts to begin the hard disk installation. If your game has more than one disk, you will be prompted to insert subsequent game disks, one at a time, to complete the transfer.
5. You will receive booting instructions on-screen after the installation is completed. Please note these instructions for later use.

SPECIAL NOTE FOR PCjr USERS WITH EXTENDED MEMORY

IBM PCjrs with memory expansion beyond 128K require special instructions to run a Sierra 3-D Animated Adventure. We have included these utilities as part of our normal start-up program. If you boot your machine with a "special" version of DOS (one provided by the manufacturer of the memory expansion), you may experience problems. If this is the case, please try booting your machine with the standard unmodified DOS disk that came with your system, and attempt to run our program again. If you still have problems, call our Customer Service Department at (209) 683-6858 for further assistance.

NOTE: IF THE GAME SHOWS UP ON A COLOR SYSTEM IN BLACK AND WHITE:

Inside your computer you have a graphics card installed known as the Color Graphics Adapter. With an RGB monitor, you will be unable to produce 16 color graphics. (A *composite* color monitor will produce 16 color graphics with a CGA card.) The most your CGA/RGB configuration can produce is 4 color graphics. To toggle graphics modes enter CTRL R at any point during play. An alternate graphics card, the Enhanced Graphics Adapter, is now available from many sources. This will upgrade your computer to 16 color capability. This EGA card is definitely recommended for Sierra games and you will find it also has advantages with other software.

COMMANDS FOR YOUR HERO

TO MOVE TARAN

1. Use a joystick or direction keys to move Taran north, south, east, west, or diagonally.
2. To halt Taran's movement with the keyboard, strike the last direction key again. Do not hold down the direction key--it will cause Taran to start and stop, start and stop, which appears as very slow movement.
3. To change the SPEED of the animation, press the F10 key. Continue pressing the F10 key until the speed you want (from slow to fastest) appears.
4. To switch from keyboard to joystick (or vice-versa), bring Taran to a full stop, then resume using either keyboard or joystick. If you have forgotten to plug in your joystick, plug it in and press CTRL J to center the joystick, then continue.

INVENTORY

To select an object from your inventory, press the F3 key or highlight NEW OBJECT from the pull-down menus. Highlight the object you want to examine using the arrow keys or the joystick. Press the ENTER key or joystick button A to select the object.

If you just want to view a list of the objects you have, press the TAB key, then any key to return to the game.

SEE OBJECT

To examine an object (up close), select SEE OBJECT from the Action pull-down menu. Press ESC and then use the arrow keys or press joystick button A and use the joystick. After highlighting SEE OBJECT, press ENTER or joystick button A.

TO LOOK

In your explorations, you will often want to LOOK at an area or object on the screen. Press F8 (or joystick button A twice) to LOOK. What you actually see will depend on where you are standing.

TO DO

You can do a large variety of activities. Press F6 (or joystick button B once) to DO something. What you actually DO will depend on what has happened in the game, and where you are standing. For example: To open a door, you need to stand next to it. If you stand somewhere else, something quite different might happen.

TO USE

During the game, you will need to USE the objects you pick up. From your CHOOSE INVENTORY screen select an object by highlighting it. After you return to the game screen, press F4 (or joystick button B twice) to USE the currently selected object. The object will remain selected until you give it away, use it up, or select another object.

SUMMARY OF CONTROL KEYS:

F1	HELP screen	F10	Toggle SPEED. Slow, normal, fast or fastest
F2	Toggle SOUND on or off	TAB	INVENTORY AVAILABLE screen
F3	CHOOSE INVENTORY screen	CTRL R	Toggle RGB/composite mode (most MS-DOS machines)
F4	USE object currently selected	CTRL J	Install and/or center JOYSTICK during game
F5	SAVE current game	ALT Z	QUIT game, return to DOS
F6	DO something; talk, enter, exit, get, etc.	ESC	Highlight PULL-DOWN MENUS (PAUSE)
F7	RESTORE previously saved game		
F8	LOOK at an area or object		
F9	RESTART game		

JOYSTICK COMMANDS

Press top button (A) once to see the PULL-DOWN MENUS.

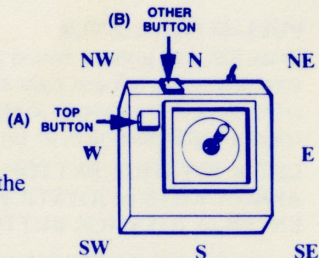
Press other button (B) once to DO things.

Press top button (A) twice to LOOK at things.

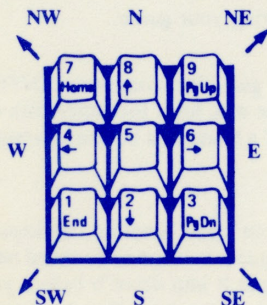
Press other button (B) twice to USE things.

Press top button (A) once to perform an option highlighted on the pull-down menus.

Press other button (B) once to return to the game.

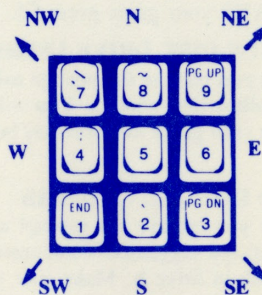


KEYBOARD COMMANDS



PC

Use the keypad arrows to move north, south, east, west and diagonally.



TANDY

Use the numeric key pad to move north, south, east, west and diagonally. (Make sure the NUM LOCK key is down.)

IBM PC

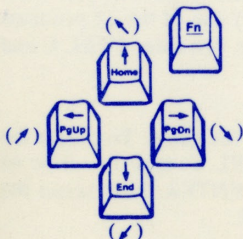
TANDY

Pg Up = NE = Pg Up

Pg Dn = SE = Pg Dn

Home = NW = \

End = SW = End



PCjr: Use arrow keys to move north, south, east and west. To move diagonally, hold down the Fn key and press the appropriate arrow key.

NE = Fn + Pg Up

SE = Fn + Pg Dn

NW = Fn + Home

SW = Fn + End

PULL-DOWN MENUS

Press ESC (or joystick button A once) and the pull-down menus will appear at the top of your screen. Use the left and right arrow keys or the joystick to choose a menu. Use the up or down arrow keys or the joystick to highlight a menu item. Press ENTER (or joystick button A once) to select a highlighted item or press ESC (or joystick button B once) to go back to the game.

ESC or JOYSTICK BUTTON A	Displays pull-down menus
ARROW KEYS or JOYSTICK	Highlights menus/menu items
ENTER or JOYSTICK BUTTON A	Selects highlighted item

SAVING AND RESTORING THE GAME

After you've been playing awhile, you may find it helpful to save your position in the game. Try saving your game before attempting something that looks dangerous. If you're playing from floppy disks, you must already have formatted a saved game disk before you can save a game.

SAVING A GAME

To SAVE your game press F5. This can be done at any time during your game.

SINGLE DISK DRIVE USERS

When you receive the prompt asking which directory to save your game location, press ENTER and follow the prompts. You will be asked to substitute your game disk for a formatted disk on which your game location may be saved. Make sure you FORMAT a blank disk before you begin play.

TWO DISK DRIVE USERS

When you receive the prompt asking which directory to save your game location, backspace through the suggested \ and enter b: instead. This will cause your game location to be saved onto the disk in drive b. Make sure you FORMAT a blank disk and put it into drive b before you begin. You may save to any valid drive on your system. If you want to save more than 12 games, create additional saved game directories on your saved game disk (or just start another saved game disk). Consult your DOS manual to make multiple directories on your saved game disk.

HARD DISK USERS

You need only to press ENTER when prompted about the directory in which to save your game position. If you want to save more than 12 games, create additional saved game directories. Consult your DOS manual to make new directories on your hard disk.

IN GENERAL

Although your game position is stored on disk as a normal DOS file, we do not require you to follow MS-DOS file naming conventions in identifying your saved game position. If you are standing before a tree when you save a game, call your saved game "STANDING BEFORE A TREE" or whatever has meaning to you. You are permitted to save up to 12 different game locations per directory.

If you "run out" of saved game positions (you want to save more than 12 games), just use a different saved game directory, saved game disk, or reuse (save over) one of the 12 positions you've already saved. To change the name of a previously saved game, just enter CTRL C and type a new name.

RESTORING A GAME

To RESTORE a game press F7. You will be asked where you saved the game. To accept the default directory, press ENTER. Otherwise, clear the line with CTRL C, type the drive or directory on which you saved the game (example: "b:"), and press ENTER. Now select the game you wish to restore by moving the pointer and pressing ENTER.

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