# MS-DOS® LODE RUNNER™ INSTALL INSTRUCTIONS

#### MS-DOS INSTALLATION

- 1. Insert the Lode Runner, The Legend Returns disk into the floppy drive.
- 2. Depending on the drive, type A: or B: [ENTER].
- 3. Type INSTALL [ENTER].
- 4 Choose the hard drive on which you want to install the game (usually C:)
- 5. Follow the on-screen instructions

#### STARTING THE GAME

Play Lode Runner, The Legend Returns by typing the following:

CD \SIERRA\LODERUNN [ENTER]. Then type LR [ENTER].

## MEMORY REQUIREMENTS

The minimum requirements for 16 color *Lode Runner, The Legend Returns*, are at least 2MB of RAM, with 570K (570,000 bytes) of free conventional memory. To run 256 color artwork you need 4MB of RAM.

You will need an expanded memory manager (EMM) such as EMM386 which comes with MS-DOS 5.0 or higher, or a third party memory manager such as QEMM-386 $^{\text{TM}}$  by Quarterdeck $^{\text{TM}}$ .

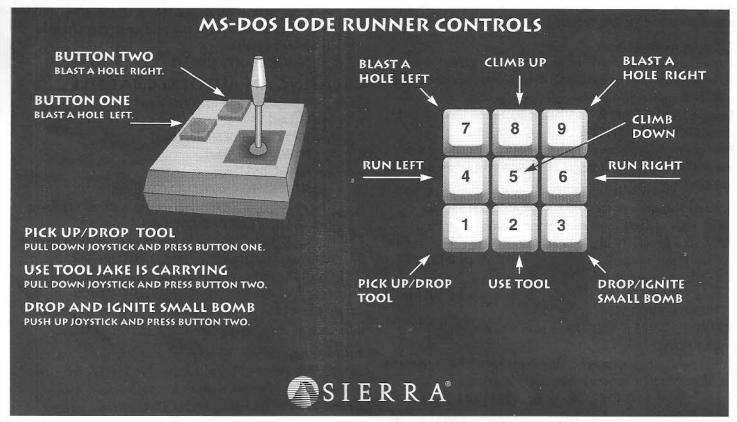
**Note:** To determine the amount of available conventional and expanded memory you have, use the MS-DOS command: **MEM** [Enter].

### MAKING A BOOT DISK FOR DOS USERS

All kinds of things are competing for your computer's "memory." Various "drivers" are needed to run stuff like your mouse, joystick, sound card, CD-ROM drive, and anything else you have hitched up to your machine. So it's easy to fall short of the memory you need to run Lode Runner, The Legend Returns with its high-resolution animations, music and sound effects. That's where a Boot Disk comes in handy. It will let you run your game with the greatest efficiency and speed possible. Just follow the steps below to install and run the game:

- 1. Type INSTALL [ENTER].
- 2. Select "Make bootable floppy disk".
- 3. Follow the on-screen instructions.
- 4. Each time you want to play Lode Runner, The Legend Returns, insert your bootable floppy disk in drive A: and restart your computer. [CTRL + ALT + DEL]

For creating a Boot Disk manually see other side.



# LODE RUNNER INSTALL INSTRUCTIONS

Due to the variety and complexity of hardware and software configurations, the Boot Disk program may not be able to create a boot disk for all systems. If this is the case, you can create a boot disk manually. Please see below for complete instructions for creating a Boot Disk manually.

# CREATING A BOOT DISK MANUALLY

Please Note: Use the format command with care to avoid erasing all stored information on your hard disk. Follow the instructions below exactly.

### **Formatting**

#### From a Hard Disk

- 1. Insert a blank disk into drive A: This will NOT work from drive B: .
- 2. At the C: prompt type: FORMAT A:/S [Enter]
- If your A: drive is a 3.5" high density drive and you are using a low density disk, type: FORMAT A:/S/T:80/N:9 [Enter]
- If your A: drive is a 5.25" high density drive and you are using a low density disk, type: FORMAT A:/S/T:40/N:9 [Enter]
- 3. Follow the MS-DOS prompts.

#### MOUSE DRIVERS

If you will be using a mouse to play Lode Runner, The Legend Returns, you must copy your mouse driver onto your boot disk. There are two types of mouse drivers available: MOUSE.SYS and MOUSE.COM. The following are step-by-step instructions to locate and load the mouse driver in either the CONFIG.SYS or AUTOEXEC.BAT files.

#### 1. Locating the Mouse Drivers

If you do not know where the MOUSE.SYS or MOUSE.COM files are located, the command below will assist you in locating these files. For users of MS-DOS 5.0 or above, type the following at the C:\> prompt: DIR \MOUSE /S [Enter]

This command will allow you to search all sub-directories for a file called mouse. If the system locates a file called mouse, it will display the path where the file(s) are located. **Example:** If the MOUSE.SYS file is located in a C:\MOUSE directory, the system will display a message like the following:

Directory of C:\MOUSE

MOUSE SYS 55160 03-10-92 3:10a MOUSE COM 56408 03-10-93 6:00a

If the system does not locate a mouse, your mouse driver may have a different name or may not be currently installed on the system. Some other common names for mouse drivers are IMOUSE, GMOUSE, and HPMOUSE. The mouse driver files may also be copied directly from the floppy disk packaged with your mouse. For information on the proper name of your mouse driver, check the owners manual which came with your mouse.

### 2. Copying the Mouse Driver

Once you have located the mouse driver, you will need to copy it to the boot disk. In the following example, we are assuming that the mouse drivers were located in the C:WOUSE directory (as shown in the example above.)

Example: To copy the MOUSE.SYS file to the boot disk, type the following at the C:\
prompt: COPY C:\MOUSE\MOUSE.\* A: [Enter]

Please substitute the appropriate path and file name for your mouse driver in the command line above. You should then see a message indicating that one or more files were copied.

#### 3. Mouse Statements for the CONFIG.SYS & AUTOEXEC.BAT files

The following are examples of statements that must be added to either the CONFIG.SYS or the AUTOEXEC.BAT files for the automatic loading of the mouse driver. NOTE: Do not place a mouse statement in both the CONFIG.SYS and AUTOEXEC.BAT files — only one option is required.

Examples: THE CONFIG.SYS File: (If MOUSE.SYS was copied to the boot disk) Type:

#### **DEVICEHIGH=MOUSE.SYS**

THE AUTOEXEC.BAT FILE: (If MOUSE.COM was copied to the boot disk)

## Type: LH MOUSE

Refer to your mouse manual for further information on how to install your mouse driver. You may also call or fax Sierra Technical Support for assistance.

Call: (206) 644-4343

Fax: (206) 644-7697

## CREATING A CONFIG.SYS FILE

For 386 or 486 Computers (MS-DOS 5.0 and above)

- 1. Insert a formatted blank disk into Drive A:
- 2. Type: A: [Enter]
- 3. Type: COPY CON CONFIG.SYS [Enter]
- Type: DEVICE=C:\DOS\HIMEM.SYS [Enter]
- Type: DEVICE=C:\DOS\EMM386.EXE RAM 2048 [Enter]
- Type: DOS=HIGH,UMB [Enter]
- Type: FILES=30 [Enter]
- 8. Type: BUFFERS=20 [Enter]
- If you are using the MOUSE.SYS file to load your mouse, add the following line to the CONFIG.SYS: Type: **DEVICEHIGH=MOUSE.SYS** [Enter]
- IMPORTANT NOTE: If you are using MS-DOS 6.0 with Doublespace disk compression, please add the command below to the CONFIG.SYS. file (If you are not currently using Doublespace, skip the command below and continue with step 11.) DEVICEHIGH=C:\DOS\DBLSPACE.SYS [Enter]
- Press the [F6] key (a "^Z" should appear), then press [Enter].
   You should see the message: 1 File(s) copied. Next create an AUTOEXEC.BAT file for your boot disk.
- 12. If you are using a sound card that requires a driver to be installed, you will have to copy that driver onto your Boot Disk and add a line to the CONFIG.SYS file that will include this driver. For example, if you are using a Pro Audio Spectrum the line would be:

Type: DEVICEHIGH=MVSOUND.SYS

#### CREATING AN AUTOEXEC.BAT FILE

For 386 or 486 Computers (For MS-DOS 5.0 and above)

- 1. Type: A: [Enter]
- 2. Type: COPY CON AUTOEXEC.BAT [Enter]
- Type: PROMPT \$P\$G [Enter]
- 4. Type: PATH=C:\DOS [Enter]
- Type: SET COMSPEC=C:\COMMAND.COM [Enter]
- 6. If you are using the MOUSE.COM file to load your mouse, add the following line to the AUTOEXEC.BAT: LH MOUSE [Enter]
- Press the [F6] key (a "^Z" should appear), then press [Enter]. You should see the message: 1 File(s) copied.

IMPORTANT! After you have created a boot disk, you must REBOOT your computer. Place the boot disk in drive A: and press [Ctrl]-[Alt]-[Del] at the same time. Your computer will now reboot, with A: as the default drive. To run the game, follow the instructions in the section "Running Lode Runner, The Legend Returns."

Boot Disk instructions for other DOS formats are available for downloading from the Sierra BBS (U.S. 209-644-0112 or U.K. (44) 734 304227). The file below contains instructions for a variety of systems. After downloading this file, select the set of instructions that will match your system best. BBS file name: BDALL.EXE