Note: This Infocom game is not self-booting.

## I. What You Need

**Required:**
- Computer running MS-DOS®
  (version 2.1 or higher)
- 384 kbytes of RAM
- Graphics card of one of the following types:
  CGA, EGA, MCGA, VGA, or Tandy Graphics
- Two blank disks or a hard disk
  (for copying your play disks)

## II. Copying Your Original Diskettes

Before playing BATTLETECH, you MUST make copies of the original disks that came in your package, and use the copies as your play disks. The disks that came in your package are write-protected, thus you will not be able to save to them. Removing the write-protection and writing to the disks will invalidate the $VERIFY procedure that you use if you are having technical problems.

The copies can be located either on other floppy disks or on a hard disk in the directory of your choice. Remember, any copies of your original disks may only be used in accordance with the licensing agreement found in your package.

### Copy Procedure for One-Drive and Two-Drive Systems

1. Insert your IBM (or compatible) DOS disk in Drive A (or your only drive) and turn on your computer.
2. At the A> prompt, type: FORMAT B: <RETURN>. The computer will prompt you to insert a disk for Drive B.
3. *One-Drive Systems* – Remove the DOS disk, insert a blank disk, and press <RETURN>.
*Two-Drive Systems* – Insert a blank disk in Drive B and press <RETURN>.

The computer will now format the disk. When the format has finished, the computer will ask you whether you would like to format another. Answer "Y" and repeat the procedure, so that you end up with two blank, formatted disks.

4. Insert Disk 1 into Drive A (or your only drive). Users with two drives should still have one of the newly formatted disks in Drive B.
5. At the A> prompt, type: COPY *.* B: <RETURN>. *One-Drive System*–The computer will instruct you to alternately insert the SOURCE disk (original disk) and the TARGET disk (one of the disks you formatted in step 3). You will have to swap the disks a number of times, so be patient.
*Two-Drive System*–The copy procedure will commence.
6. Following the completion of the copy procedure, set aside Disk 1 and the copy you made of it. Then, repeat steps 4 and 5, using Disk 2 and the other blank, formatted disk.

You should now have a copy of each of the original disks. (We'll call these copies the play disks.) You should put away your original disks for safekeeping.

### Note to PC AT Users with a 1.2 Meg Drive:

All of the game files for BATTLETECH will fit on a single 1.2 Meg disk. You may follow the hard disk instructions (copying to Drive B instead of C) to copy both disks onto a single 1.2 Meg disk.

### Copy Procedure for Hard Disk Systems

1. Place Disk 1 in Drive A.
2. At the C> prompt, type MD BTECH <RETURN>. This will create a directory called BTECH for your game files. Then type CD BTECH <RETURN> to connect to that directory.
3. Type: COPY A:*.* C: <RETURN>.
4. The computer will now copy all the files from Disk 1 to the hard disk. When the copy procedure has finished, place Disk 2 in Drive A and repeat step 3.
Once the disk has stopped, you will have a playable version of BATTLETECH on your hard disk. Put the original disks away for safekeeping.

# III. Loading the Game

## One-Drive or Two-Drive System

1. Insert a DOS or start-up disk in Drive A (or your only drive) and turn on the computer.
2. Press <RETURN> twice or until you are at the DOS drive prompt (>).
3. Remove your DOS disk and insert copy of Disk 1 in Drive A.
*Two-Drive System*–Place copy of Disk 2 in Drive B.
4. Type BTECH and press <RETURN>.
*One-Drive System*–You will be prompted to swap disks, so that the computer may load the information from both disks.
In a few moments the game will begin. If it fails to appear, consult section VI.

## Hard-Drive System

1. Turn on the computer.
2. Connect to the directory (BTECH) into which you copied the BATTLETECH files.
3. Type BTECH and press <RETURN>.
In a few moments the game will begin. If it fails to appear, consult section VI.

## Choosing a graphics adapter

First, you must choose a graphics adapter for the game to support. If unsure of which graphics adapter you have, consult your hardware documentation. (Tandy Graphics is a mode for Tandy 1000 computers. Users of other Tandy machines should consult their documentation to determine their type of graphics adaptor.)

## Choosing the number of disk drives

Type in the number of disk drives you have, or type 3 if your play copy of BATTLETECH is on a hard disk. If you are playing from a hard disk, the computer will inform you that it will assign your SAVES to the current directory on your hard disk.

## Starting a new game or Restoring a previous save

A question will appear asking you if this is your first time playing BATTLETECH. If it is, or if you wish to begin a new game, select YES and a new game will start. If you select NO, you will be asked to choose the number of the save which you want to restore. See section V for information on saving and restoring.

# IV. Communicating with the Game

All BATTLETECH commands are entered through simple keypresses:

When you encounter a menu, move the highlighted bar up and down in the menu using the up and down arrow keys (the 8 and 2 keys on a numeric keypad; or use W for up and X for down). Choose the highlighted selection by pressing the space bar or the Return key. Note that the bar will initially highlight one selection; this is not a hint or a pre-selected choice, just a place to put the highlight bar.

Any Yes or No menus can be satisfied with the Y and N keys, or by highlighting the appropriate response using the left and right arrow keys (the 4 and 6 keys on a numeric keypad; or use A for left and D for right) and then pressing the space bar or Return key.

As long as you are not in combat, and no other menu or window is on the screen, pressing the space bar will bring up the Main Menu (described in the Instruction Manual).

When the computer shows you a descriptive passage or an informational display, it will wait for you to examine it. To continue gameplay, or to go on to the next screen, press any key.

Depending on your hardware, any or all of the following key instructions will let you control your party's movement (and similarly menu choices):

STANDARD NUMERIC KEYPAD:
The 2, 4, 6, 8 keys will move you South, West, East, North respectively. The 1 (End), 3 (Page Down), 7 (Home), 9 (Page Up) keys will move you diagonally Southwest, Southeast, Northwest, Northeast, respectively.

IBM PS/2 (UNENHANCED KEYBOARD):
The arrow keys move you in the four simple directions: North, West, South, East. The Home key will move you Northwest; the End key will move you Southwest; the Page Up key will move you Northeast; the Page Down key will move you Southeast.

TANDY:

The 2, 4, 6, 8 keys will move you South, West, East, North, respectively. The arrow keys will also move you in these four simple directions. The 1 (End), 3 (Page Down), 7, 9 (Page Up) keys will move you diagonally Southwest, Southeast, Northwest, Northeast, respectively. The Home key will also move you Northwest.

ALL CONFIGURATIONS:

.If your system does not conform to any of the above-mentioned models, or if you simply prefer to use the left side of the keyboard, you may use the eight letter keys at the left edge of the keyboard:

The Q key moves you Northwest; the W key moves you North; the E key moves you Northeast; the D key moves you East; the C key moves you Southeast; the X key moves you South; the Z key moves you Southwest; and the A key moves you West.

# V. Saving and Loading Your Game

Any time you can access the Main Menu (you must not be in combat and no extra menu or window may be visible), you may save your position in the game, or load a previously saved position. The game allows to you keep a maximum of six game saves, numbered **one** through **six**, at one time.

### Saving your Position

1. Select **Save Game** from the Main Menu.
2. A menu will pop up, allowing you to choose a number from one to six (or to choose **Cancel** and return to gameplay). Each number is a position to which you may save your game. Select one of them.
3. Follow any prompts to swap disks in and out of the drive.
4. The game will save. You may wish to note down the position number you are saving to and where you are in the game.

### Restoring a Previously Saved Position

1. Select **Load Game** from the Main Menu.
2. Select the position number from which you wish to restore, or select **Cancel** if you wish to return to gameplay.
3. Follow any prompts to swap disks in and out of the drive.
4. The game will load, and you will return to the spot at which you made the save.
5. If you select a position at which you previously had not made a save, the game will respond with **RESTORE FAILED**. Try loading again from a position you had successfully saved to.

If you encounter any problems with **Save Game** and **Load Game**, refer to Section VI.

# VI. Troubleshooting

### Startup Problems

If the game fails to load properly, or fails to play properly, check each of the following items. If none of these offers a solution, consult your dealer for assistance.

1. Make sure all connections on your computer are plugged in, connected properly, and all power switches are turned on.
2. Make sure all disks are inserted correctly and that all drive doors are closed.
3. Inspect all disks for any visible damage.
4. Make sure you have no Memory Resident (or Terminate and Stay Resident) software on your system; this may interfere with the proper running of the game.
5. Try again. The problem may only be momentary.
6. If you suspect that the trouble is caused by a problem on your disks, erase your PLAY disks, and recopy the original files to new disks (see section II).

If this does not provide a solution, insert your ORIGINAL disks into your computer, and use the $VERIFY procedure (see below) to check for damage to your disks.

7. If all else fails, you can call the Infocom Technical Support Hotline at (617) 576-3190. Please note that this number is for technical problems only, not hints.

## Save Game, Load Game and Other Problems

1. Check items 1-4 above.
2. Make sure you are using your play disks, not the original disks.
3. For **Save Game** problems, make sure your play disks are not write-protected.
4. Try again. The problem may only be momentary. If all else fails, you can call the Infocom Technical Support Hotline at (617) 576-3190. Note that this number is for technical problems only, not hints.

## The $VERIFY Procedure

You can check to see if your game is damaged by using the $VERIFY command. This procedure will, however, take at least ten minutes per disk to run; use it only if your play disks will not load or play correctly.

1. Insert your ORIGINAL Disk 1 into Drive A. If necessary, type A: then <RETURN> to connect to drive A.
2. At the A> prompt, type $VERIFYand then <RETURN>.

After you have successfully issued the $VERIFY command, the program will begin a verification procedure. When that has finished running, a message similar to one of the following will appear:

GOOD—This means that the disk has not been damaged and the data is intact. If you are having any problems, they are most likely hardware related. It is also possible that there is a bug in the program. If you suspect that there is a bug, please call the Infocom Technical Support Hotline.

NO GOOD—This indicates that the data on the disk is damaged. Repeat the $VERIFY procedure a few times; if possible, run the procedure on another computer (such as your dealer's). If the game ever responds positively, the data is intact and you must look elsewhere for the cause of any problems you are encountering.

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