GODS

THE BITMAP BROTHERS

Getting started

If you want to play the game under the following configuration:- from floppy disk, by keyboard with Colour VGA graphics and beeper sound support insert disk 1 into floppy drive A: and log onto drive A: then type GODS— the game will then proceed to load.

If you wish to change this configuration then you will have to re-configure the game. See below.

Installing and re-configuring the game

Place the game disk into floppy drive A: and log onto drive A:. At the prompt type INSTALL <RETURN>. A configuration screen will be displayed which allows you to configure the game to your own requirements.

Using the configuration screen

To move around the menus use the curser keys and the <ENTER> key to make the selection from the main headings— Display, sound, control, install path, install to hard disk and key selection. On making a selection from these headings a second set of headings will appear on the right hand side of the screen relating to the selection you have just made. Again, to make a selection from these headings use the cursor keys to move around the headings and use the <ENTER> key to make the selection. This will change what is displayed against the main heading on the left of the screen.

The Main Configuration Headings

Display

This relates to which graphics mode the game will be displayed in. Please refer to your computer and monitor reference manuals to see which mode is most suitable for your computer.

Sound

This option allows the user to re-configure the game to support additional sound cards.

For additional notes on sound card support please refer to the READ.ME file on disk 1.

Control – The control mode

The game defaults to using the keyboard as the in game control mode. It is possible to change this control method to joystick via this option.

For information on how the controls selected are used within the game see the enclosed GODS manual.

Install path

If you wish to install the game to hard disk you are free to do so. The default path through which the game will be installed is C:\GODS. The path name can be changed from within this option.

Install to hard disk.

Selecting this option will install the game to hard disk following either the default path or the path selected.

Selecting this option quits the install/configure program and returns the player to DOS.

It is worthwhile installing the game to hard disk as the installed hard disk version in some cases will have additions to the game that the version running from a floppy disk cannot provide. This will relate mostly to sound.
See READ.ME (on disk 1) for further details.

Key selection

If you are not comfortable with the pre-defined keys these can be changed within this option. The current key list is displayed at the bottom of the screen.
The pause key P – cannot be re-configured.

One the game has been correctly configured to your requirements press <ESC> and follow the on-screen prompts. If the configuration is not saved to disk it will default back to its previous setting.

If the game has been installed to hard disk it is possible to run the install program from the hard disk. All of the above headings are available except for "Install to hard disk".

Running the game

Once the game has been correctly configured for your machine follow these instructions:

Floppy disk

Place the game disk in the appropriate drive and type GODS <RETURN>

Hard disk

Enter the game directory and type GODS <RETURN>. The original disk 1 should also be placed in the floppy drive.

Additional game information –
please read in conjunction with game manual.

Status Display
Although the game status bar at the bottom of the screen appears to be different from the one displayed in the game manual it functions in the same manner.

Clues and messages

When these are displayed any message that is too long for the message window will be split and displayed in the following manner.

The first half is displayed and held so that it can be read. If more text is to be displayed an arrow will appear on the end of the line. If this is the case then to denote the end of the message a diamond appears at the end of the second part of the message.

Pause , Exit Game and Quit Keys

These cannot be redefined and are as following:

P-PAUSE
Esc-Exit Game
Quit-Exit game then select Exit to DOS from the front end menu.

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