



TURNING POINTS

KNIGHTS & KINGS

The Middle Ages Strategy Game

MACINTOSH

History is in the making and you are at the turning point.

Fight for the crown! In *Knights & Kings* the future of the Middle Ages rests in your worthy hands. Choose a character and a side. Lead the Rogue masses in their quest for power or align yourself with the ruling Barbarians who are desperate to hold onto the throne. It's up to you. Will you bring forth peace and prosperity? Or will you start a new reign of terror?

It's war and much more. Design your own strategies then zoom in on the battlefields and assume tactical command. Do you chance a direct thrust toward London? Can you defeat your enemy by laying siege to his castles? As you battle, you must also deal with plagues, famine, the ever increasing power of the church and much more. For example, do you know how to react when the blood of a dead man trickles toward you? You could die if you make the wrong decision.

See the lay of the land through your enemy's eyes. Where are their weaknesses? Where are their strengths? Are there any vulnerabilities you might take advantage of? Each side must play within the historical realities of the Middle Ages. Your motives are like those of William the Conqueror and King Harald of Norway, or of King Harold and King Stephen of England. You can win this contest only if you uncover and exploit every possible advantage.

Intelligence wins the way. *Knights & Kings* is more than a battle of strategy and tactics. Ultimately, superior knowledge and gut instinct will lead you to victory. Are you ready for the challenge? Are you prepared to take your place in the most tumultuous period in man's history?

Features

- spectacular digitized color photos in 640 x 480 resolution.
- digitized sound
- an on-line database on the Middle Ages
- mouse based

Requirements

Macintosh

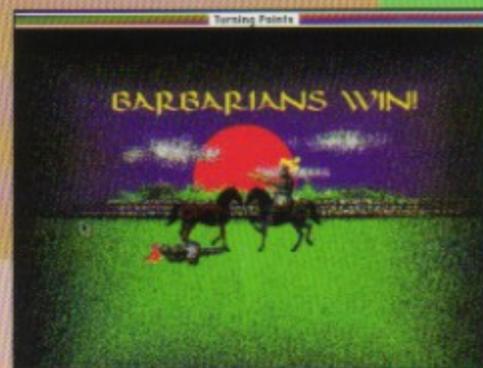
- 1 MB RAM
- 800K disk drive
- Color monitor/hard disk drive optional

MS-DOS

- 640K RAM
- 5.25" or 3.5" disks
- VGA, EGA, or MCGA graphics, color monitor/hard disk optional

Apple II

- 64K/128K
- 5.25" or 3.5" disks
- this version does not include sound or digitized photos.



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The Middle Ages Strategy Game

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Other titles in the Turning Points Series:

- The Civil War 1861-1865
- Europe September 1, 1939
- Rebellion! Saskatchewan, 1885



ENTREX

Knights & Kings
Macintosh Disk 1
Club version 1.01



ENTREX

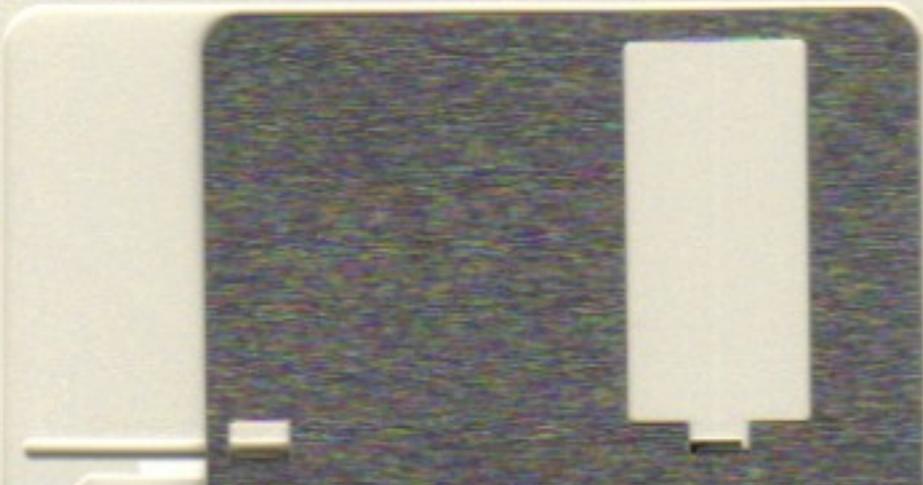
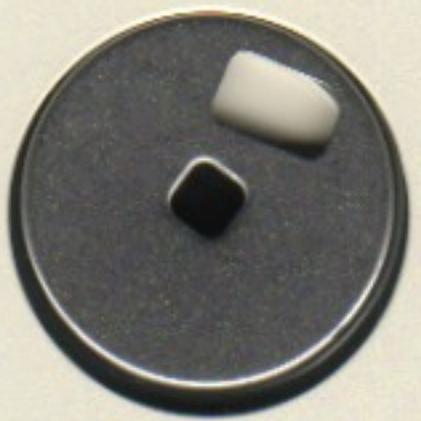
Knights & Kings
Macintosh Disk 2
Club version 1.01



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Knights & Kings

Installation Guide

Club Edition

IMPORTANT — READ ME FIRST!

This version of *Knights & Kings* has been specially prepared for book and software clubs. The installation process differs from that described in the Handbook. This guide will detail the correct process for installing *Knights & Kings* on hard drives and on using the floppy disk version of the program. *Do not attempt to use the program without reading this guide first.*

Materials

Included with this package are the following materials. If any of these materials are missing, please contact the service department at Entrex Software Inc. immediately at (604) 727-2216.

- 1 Installation guide
- 1 Handbook
- 1 Registration card

and

- 1 800K Mac program disk
- 1 1.4MB Mac program disk (for color versions)

or

- 1 1.2MB or 1.44MB DOS program disk

See inside for detailed instructions on loading and running the program.

Macintosh Installation Notes

Running the program from your floppy drive

Knights Disk 1 includes a complete copy of the program. If you do not want to install the program on a hard drive you must use this disk. Insert the disk in your disk drive and double click on the *Knights* icon.

You cannot run the Macintosh color version of this program from your floppy drive. If you wish to use the color version, you must install the program on a hard drive or other larger capacity storage device.

Installing the program on your hard drive

To install the program, follow these 6 steps carefully:

1. On your hard drive, create a new folder and name it *Knights*.
2. **To install the program for use on a Black & White Macintosh**, insert *Knights Disk 1* in your disk drive. Click on the disk icon and then choose Select All from the Edit menu. Drag all the files from the disk into your *Knights* folder. The Black & White version is now installed.
3. **To install the program for use on a Color Macintosh**, insert *Knights Disk 1* in your disk drive. Copy the *Knights* file and the Machinfo file from the floppy disk into your *Knights* folder. Eject the *Knights Disk 1* disk.
4. Insert *Knights Disk 2* and drag the Color Data file into your *Knights* folder. Eject the *Knights Disk 2* disk.
5. The color data has been compressed and must be decompressed before it can be used. To do this, double click on the Color Data file in the *Knights* folder. Select the *Knights* folder as the destination folder, then click on the Extract button. (The extraction process will take a few minutes, depending on the speed of your computer.)
6. Delete the Color Data file (**NOT** the Data folder!!!). Installation of the Color version is now complete.

To run the program, double click on the *Knights* icon within your *Knights* folder.

Trouble-shooting

If you experience memory problems while using the program (the program won't load or quits unexpectedly, or the program's sounds can't be heard) you may have to adjust the application memory size and/or your monitor's colors default. This is particularly true if you are using System 7 software and have the virtual memory option turned on.

Application memory size: click on the *Knights* icon, then select Get Info from the File menu. Set the Application memory size to 750K if your computer has 1 MB RAM and you are running the Black & White version, or set it to at least 1500K if you have 2 MB RAM (or more).

IBM and Compatibles Installation Notes

Installing the program on your hard drive

This version of the program cannot be run from your floppy drive. You must install it on a hard disk or other large capacity drive. To install the program, follow these steps carefully:

1. Insert the *Knights* disk in your floppy disk drive. If the disk is in drive A, type A: (return). If the disk is in drive B, type B: (return).
2. Type INSTALL to run the install program.
3. The install program will ask you where the floppy disk is. Enter either A or B.
4. The install program will ask you onto which hard drive you'd like *Knights* installed. Enter C, D, or whatever you've called your hard drive (probably C, but NOT A or B - those are your floppy drives!)

The Install program will take a few minutes to extract the program files and place them in the appropriate directories.

5. The install program will now ask you for your monitor type; MCGA, EGA, or VGA. Press 1, 2, or 3 accordingly. After this, the program will ask you if you have a mouse installed. Type Y for Yes or N for No.
6. To start the program, type KNIGHTS , then press Return.

Troubleshooting

Mouse considerations on IBM and compatibles

This program has been designed to take advantage of your mouse and supports the Microsoft mouse and most 100% MS-DOS compatible mice. If you do not have a mouse, do not be concerned, the program includes a keyboard mouse (please refer to the Handbook, p. 11).

If you have a mouse and are unsure whether it will be compatible with this program, install the program and see if it works. If you notice that your mouse is not functioning properly (graphics may become scrambled, the program may freeze up) you will probably have to run the NOMOUSE.BAT file located in the *Knights* directory.

Screen Savers

Some screen saver programs may conflict with this program. If you find that the program is crashing within the first few minutes of use, you probably have a screen saver problem. Try turning off the screen saver (you may have to reboot your computer) before running the program.

Installing the program for use on a network

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