REALMS

of

A R K A N I A

Blade

of

Destiny

Passwords

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Installation:

1. Before you install

What you need... IBM or at least 100% compatible computer, 80286 processor or better, MS-DOS 3.x, 5.0 or 6.0, at least 640K of Memory, a VGA monitor and a hard disk with 10 megs free space.

What we recommend... mouse, expanded memory, LIM 4.0 or greater, 16 Mhz processor or faster and a sound card.
Note: Realms requires 10 megabytes to decompress and install. When installation is complete, you should have approximately 6.8 megabytes in your C:\BLADE directory. If installing under DOS 6.0 running DoubleSpace, you will need at least 20 megabytes of free space.

2. Installing Realms of Arkania

A. Insert "Blade of Destiny" CD into CD-Rom-Drive (i.e. D:), log on to that drive.
B. Type **INSTALL** and press ENTER.
C. Realms will tell you where it plans to install the game, C:\BLADE. You may change this selection if you like. Backspace over it, and type your new directory, C:\GAMES\BLADE for example.
D. Generally, installation takes from 10 to 15 minutes, depending on the speed of your computer. Realms will copy all the files to your hard disk. When Realms has finished copying all its files, it will unpack them on your hard disk (it´s lots faster this way).

3. Starting Realms of Arkania

A. From DOS prompt, type **CD C:\BLADE** (or another directory name if you didn´t go with the default setting) and press ENTER to go to the Blade directory.
B. Type **BLADE** and press ENTER to start "Blade of Destiny".

4. Music and Sound Effects

A. When you play Realms the first time, it configures it´s sound drivers to your computer´s specifications through its sound program.

B. To select music, scroll through the list using the Up or Down arrow key until you see the sound card that´s right for your computer. You may also use your mouse to click on the arrows on the screen. When the correct sound card is displayed, press ENTER to select it.

C. To select sound effects, scroll through the list using Up and Down arrow keys and press ENTER when you see your card.

D. If you make an error when selecting your sound card, there is a chance that Blade will not run. Should this happen, or if you wish to change your sound card selection for other reasons, move to the Blade directory, type **SOUND** and make your selections again.

5. Main Program or Generation

A. *To play with a pre-generated party:* Realms comes complete with party that´s ready to go. To use the pre-generated party, select Main Program followed by the START save game. You´ll begin at the temple of Travia in Thorwal. Of course, you may create your own characters later on by restarting Blade and selecting Generation.

B. *To create your own characters:* Select Generation to enter the Character Generation portion of the game. Please see the Character Generation section of the manual. Realms allows you to get a party together in any one of four different ways. Since there are so many options open to you when creating your characters, following the steps in the manual is your best bet. However, a quick, step-by-step method for creating characters using one of the forms of generation has been included in this reference card for your convenience.

Troubleshooting

Not enough Disk Space: To install Realms, you will need at least 10 megabytes (10,240,000 bytes free) of free space on your hard disk. Before Realms begins to install its program, it checks to make certain this space is available. If it´s not, Realms will stop the installation. If you find yourself in this predicament, follow these steps:

Compression Programs: Realms´ programs are already highly compressed, and won´t recompress like regular files. If you are using such programs as Stacker or Superstor, Realms may need up to 20 megabytes of free disk space to install successfully.

Remove some files: Try to remove some excess files from your hard drive. Old game, duplicate and backup copies of letters are likely candidates. After you´ve removed some files, move to the DOS directory (type **CD DOS**) and type **CHKDSK** and press the ENTER key. Your computer will tell you, how much space is available on the hard disk. Continue to remove files until you have the space you need. If you´re not certain what all the numbers mean, just try to install Realms again. It will figure your available space for you, and will install if there is enough room available.

Not enough Memory: Realms requires approximately 600k of free RAM to run at it´s best with all features active. You may play with less memory, but may not experience the sound effects and detailed graphics available with more memory. 600k=full program; 580k=runs without sound; 560k=runs without sound and reduces detail of graphics. If you don´t have the minimum memory requirements, Realms will return you to DOS. However, you can do a number of things to free up memory.

- **How much more?:** Type **CD DOS** and press Enter. Next, type **MEM** and press Enter. The number next to "Largest Exetutable Program" is the amount of RAM you have free.
- **Excess Stuff in Memory:** If you have just exitet a network or have run other programs, there may be parts of their resident programs left in memory, try rebooting your machine.
- **Don´t run through the desktop:** Do not try to run Realms through Windows or other menu programs. Exit to DOS and then try running Realms.
- **View Your Boot-Up Files:** Your Boot-Up files, CONFIG. SYS and AUTOEXEC.BAT may load all kinds of unnecessary memory resident programs. You may remove non-essential programs or lower the number of buffers to free up memory. *Before modifying these files, please make backup copies just in case something goes wrong.*
- **Make a Boot Disk using DOS 5.0 or 6.0:** A boot disk provides your computer with the minimum information and configuration it needs. Using a boot disk, you won´t have to alter any files on your hard disk. To make a boot disk, follow the directions listed in the "Making a Boot Diskette" section of this reference card.

Adventuring Screen Summary

The Main Screen

Main Window

Credits

Time

Game Options

Location & Info Line

Kvirasim

Team Leader

Yazinda   Durin   Caldrin   Melina   Arva   Tjalf

NPC Joined Party

Split Party	**Unite Party**	**Next Party**
Automap	**Cast Spell**	**Camp/Sleep**
Visit Market	**Game Options**	

Review Characters...Doubleclick on their portraits
Move Characters (switch places).........................Click once on portrait, then on other character
Move..Place arrow in Main window; click
Leave Town...Look for a signpost or a harbour
Save Game..Select Game Options, Save. No penalty in Temples
Load Game..Select Game Options, Load

Temple Options

 Add Character

 Quit Game

 Leave Temple

 Remove Character

 Erase Character

 Load Game

 Ask for a miracle

 Save Game

 Donations

Combat

Active Character

Combat Screen

Town, Camp & Dungeon Options Summary

Speak with Merchant	Treat Disease	Pick Lock
Review wares	Treat Poison	Set Guard
Sell wares	Eat & Drink	Go on Board (Ship)
Haggle (purchase)	Rent a Room	Visit Harbour Master
Next page	Sleep for Night	Check Passages
Previous page	Visit Inn	View Map
Next character	Visit Tavern	View Diary
Use Talent	Replenish Supplies	Configure Computer
Fix Armor/ Sword	Gather Herbs	Music Settings
Heal Wounds	Force Door	Quit Game

Interface

Realms of Arkania rakes full advantage of your computer´s two-button mouse. Using the individual buttons, your mouse does the following:

Left Button: The left mouse button selects things. Press it to choose a menu item, to move in one direction or another, to activate an icon (save game, for example), to pick up items or to choose an opponent in combat.

Right Button: The right mouse button calls up menu options. Any screen with icons has a matching menu as well. To call up a menu, just right click. The left mouse button selects any one of the options.

ESC Key: the ESC key gets you out of most things. Unless a selection is required, like generating characters for example, the ESC key will return you to normal play.

Keyboard Interface

PgUp..Opens options menu (same as icons) or brings up travelling options while in Journey mode
PgDn...Closes options menu
Arrow Keys......Moves in direction, scrolls through options or characters in review
Enter Key..Selects a highlighted option
To see Time, Date, etc. ....PgUp, Game Options
Review a Character...Ctr-E
Move Characters...Ctr-O
In Review, Selecting Items...................Up/Down arrows highlight, Enter to select
  Give...Select item, left/right arrow to character, up/down to empty icon, Enter to place
  Equip................................Select up/down to proper body box, Enter to place
  Use/Drop..Select item, PgUp for options
  Read..Select Use Object
Pause (during dialogues).........................Press Spacebar, any key resumes play
Pause (while travelling)....................................Press Ctr-P, any key resumes play

Creating a Character

This is one of the 4 methods to create a character for Realms. Instead of individually assigning statistics and then selecting your Archetype, you choose the Archetype and Realms assigns the statistics. This allows you to create a character in the Advanced Mode quickly. You have control of all skills and magic.

1. Select Generation followed by Advanced.
2. Select Name and give the Character a name.
3. Right click to bring up the menu. Select gender, either male or female.
4. Right click to bring up the menu. Select Choose Archetype, and select an Archetype.
5. Click on the arrows along the bottom of the screen until you reach the Skill screens. You will see "Remaining Attempts: #" along the bottom of the screen. You may use these attempts to try to increase your character´s skill in a particular area. Right click to select a group and a skill, and then attempt its increase. Some skills have limits on their increase.
6. Magicians and Magiciennes will be required to select an Arcane Lore. They may also convert spell increase attempts to skill increase attempts and vice versa. Additionaly, they may choose to trade spell increase attempts for more astral points, giving them more spell casting power.
7. Select Save Hero followed by New Hero to create another character.
8. Repeat instructions from #1 to create another character or select Exit Program to move to the main program. Characters may be added when you begin the game at the Temple of Travia in Thorwal.

Reinstalling & Saving your save games

If you need to reinstall Realms but don´t want to lose your save games, follow the directions below to transfer them to floppy.

1. Place a *formatted disk* in drive A:. Realms copies its files to this drive, and will not format the disk for you. Make sure your disk is formatted ahead of time.
2. From the Blade directory, type **SAVEGAME** and press Enter. Realms will copy the save game files to the disk in your A: drive.
3. To copy the files from your save disk back to the Blade directory type **LOADSAVE** from the Blade directory.

Making a Boot Diskette with MS-DOS 5.0 or 6.0

You may find it necessary to create a boot disk if you are experiencing difficulty running Blade, or are not able to free up enough memory to run the program at all. The instructions below allow you to create a basic, bare bones boot disk for a standard system configuration. If your configuration is different, however, you may need to make adjustments and should refer to your DOS manual for instructions on optimizing memory usage.

You may use any standard text editor to create or edit these files on a floppy disk. We do not recommend editing the CONFIG.SYS or AUTOEXEC.BAT files on your hard drive.

NOTE: If you are using a compression utility like Stacker or Superstor, you may experience problems with the boot disk if the software utility´s driver are not included. Sir-Tech does not support problems with these disk compression utilities and suggests that you do not use a boot disk if you are using a disk compression utility.

1. Type **CD DOS** and press Enter.
2. Type **FORMAT A:/S** and press Enter.
3. When the disk has formatted, type **A:** and press Enter.
4. Type **COPY CON AUTOEXEC.BAT** and press Enter.
5. From the blinking cursor type **C:**
6. *With MS-DOS 6.0 only:* Type **LH C:\DOS\MOUSE** and press Enter.
7. Press CTRL and Z the same time and press Enter. One file will be copied.

8. Type **COPY CON CONFIG.SYS** and press Enter.
9. Type **FILES=20** and press Enter.
10. Type **BUFFERS=15** and press Enter.
11. Type **DEVICE=C:\DOS\HIMEM.SYS** and press Enter.
12. *With a 386 processor or better and more than 1 meg of RAM only:* Type DEVICE=C:\DOS\EMM386.EXE and press Enter.
13. *With a 386 processor or better and 1 meg or less RAM only:* Type DEVICE=C:\DOS\EMM386.EXE NOEMS and press Enter. These systems will be unable to take advantage of the performance benefits of EMS memory.
14. *With MS-DOS 5.0 only:* Type DEVICEHIGH=C:\MOUSE\MOUSE.SYS and press Enter. If your mouse is located in a different directory, make the appropriate adjustments to the directory name.
15. *With MS- DOS 6.0 and DoubleSpace only:* Type DEVICEHIGH=C:\DOS\DBLSPACE.SYS /MOVE and press Enter.
16. Type DOS=HIGH,UMB and press Enter.
17. Press CTRL and Z at the same time and press Enter. One file will be copied.

Note to Experienced Users: Running Blade at it´s best requires loading DOS and the mouse driver into high memory. The use of an expanded memory manager and a disk cache utility like SMARTDRIVE.EXE will further enhance performance.

Credits

Program

Game Director: Hans-Jürgen Brändle
Executive Producer: Guido Henkel
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