

# BLADE OF DESTINY

## Quickstart card

### INSTALLATION GUIDE IBM PC

To play **Realms of Arkania – Blade of Destiny** you will need the following equipment.

- PC with 640 KB RAM, at least and MS-DOS 3.x 5.x or 6.x running on it
- Hard disk
- VGA-Graphic card

Further we recommend the following equipment, which will allow easier handling and will increase the game's playability, or simply make it more enjoyable.

- EMS Expansions memory
- Mouse (Do not forget to install the mouse driver software)
- Pro Audio Spectrum, AdLib, Roland or Sound Blaster compatible soundboards
- You need at least 10 MByte of free space on your hard disk to ensure a correct installation of the game.
- Insert your **Blade of Destiny** Disk 1 in one of your disk drives.
- Enter the name of this drive, followed by a colon (e.g. **A:** or **B:**) and press the **Return** or **Enter** key.
- Type **INSTALL** and press the **Return** or **Enter** key.
- The installation program does the whole installation of the program on your hard disk. Depending on your machine, this can take up to a couple of minutes. During the installation you will be requested to swap the disks. Please insert the correct disks requested and press the **Enter** or **Return** key.
- The installation program will ask you for a path where the game shall be stored to. You can either accept the default (**C:\BLADE**) by simply pressing the **Return** or **Enter** key once more or enter an own path using the keyboard.
- Should any error occur during the installation, the program will tell you. Try to rectify this error and restart the installation afterwards.
- After the program has successfully finished the installation, you can start your adventure. Supplied with the game there is a band of characters so that you can jump into action right away. If you prefer to create your own heroes, enter the *Character Generation* once you start up the game.

If you start the game for the very first time, a testing screen will appear to determine your VGA card. Since those cards differ from each other very heavily, this test is unavoidable. Then again, this test is done once only and will not appear once you start the game for another time. During this test, please press the **SPACE** bar, until the picture scrolls smoothly from right to left. Then press the **ESC-key** to finish the test and to process in the program.

### Memory – Requirements

If you receive a message at the beginning of the program telling you that you do not have sufficient memory, a reconfiguration of your system will become necessary.

Before you do any changes to your configuration files, please make copies of your actual **AUTOEXEC.BAT** and **CONFIG.SYS** files. This way you can easily revert changes done to them.

Resident programs reduce your available memory. Once you've done the copies, please remove all resident programs, besides your mouse driver, from your **AUTOEXEC.BAT** and your **CONFIG.SYS**.

Please check your DOS manual how these changes are being done or ask your local dealer.

Further it might happen that you run out of space on your hard disk. The game will need approx. 200 KBytes of space during gameplay. If you do not have that much space left, the program will tell you. Please delete some unused files – preferably \*BAK files – to free up the space.

The game auto-configures itself to the available memory in your system, if possible, and will eventually switch off graphic details, music or sound effects. To have the game running with everything installed and working, you will need a system with approx. 600K free memory.

### Additional Programs

Coming with your game are a couple of programs that will help you handling the game. Start each of the programs by simply typing its name at the DOS prompt.

**SOUND** If you want to change your sound setup at any time, call this program, which will allow you to reconfigure your sound support.

**SAVEGAME** If you want to copy your saved games to a Games Storage Disk, to put them away in a safe place, or want to give them to somebody else, use this program with a formatted, blank disk at hand.

**This program is only needed if you want to copy the games from hard disk to floppy disk, not to actually save a game during play!**

**LOADGAME** This program loads previously saved games from a Games Storage Disk. Please be aware, that this program overwrites the games actually being on the hard disk. If you want to make sure that you do not destroy any data, save your actual games using SAVEGAME to a floppy disk before using LOADGAME.

**This program is only needed if you want to copy the games from hard disk to floppy disk, not to actually save a game during play!**

## INSTALLATION GUIDE AMIGA

To play **Realms of Arkania – Blade of Destiny** you'll need the following equipment.

- Amiga with at least 1 MB memory.

Further we recommend the following equipment which will allow easier handling and will increase the game's overall playability, or simply make it more enjoyable.

- Expansion memory
- Additional Disk Drives or a Hard disk.

### Hard disk-Installation:

- Normally boot your machine from the hard disk.
- You must have at least 9 MB of free space on your hard drive to ensure a proper installation of the program.
- Insert your **ROA-Blade of Destiny** DISK 1 in the disk drive and start the program Hard disk Install from the Workbench.
- Select a partition of your hard disk where the game's directory **ROA-Blade** shall be placed on.
- The program takes over all the installation. This might take a couple of minutes, depending on the type of your machine. During this installation you will be requested to change the disks. Please make sure that you always insert the disk requested and press a key afterwards.
- Should any error occur during the installation, the program will tell you. Try to rectify this error and restart the installation.
- After the program has successfully finished installation, you can start your adventure. Supplied with the game there is a band of characters so that you can jump into action right away. If, you prefer to create your own heroes you should enter the *Character Generation* program. To start the game itself, start the program called ROA-Main from your workbench.

### Creating a backup copy:

- Your game's disks are not copy protected so that you can make copies of it quite easily with the *DiskCopy* command from your workbench or CLI.
- Take care that your disks have the correct names. ("ROA-BLADE #" – where # indicates the disk number). Should this not be the case, rename them with the *Rename* command from your CLI or workbench.
- **N E V E R** play with the original disks!
- Your game's disks should **ALWAYS** be write protected.

### Creating Save Game disks (needed for playing without hard disk only):

- To play **ROA-Blade of Destiny**, you'll need a disk to save your games.
- Format a blank disk from your workbench or CLI, naming it EMPTY.
- Start the *Character Generation* and select the option *Make Save Game Disk*.
- The Save Game disk will always be created in the internal drive DFO: and it is best to use this drive to load and save your games, as well.
- **ALWAYS** make sure that the Save Game Disk is **NOT** write protected!

### Command keys:

CTRL-P Pause. Toggles between pause and game mode.      CTRL-X Toggles between 50 and 60 frames/sec.

### What to do if running out of memory?

- The most proper solution would definitely be the purchase of a Memory Expansion!
- Remove external drives.
- Remove all tools from your *Startup-Sequence*, User Startup and WB Startup of your hard disk or bootdisk.
- Reduce the number of buffers used for your drives.

### A note about the disk usage:

- To make playing the game as swap-less as possible, you should try to ensure to have the following disks in your drives according to the game's situation.

<u>Situation</u>	<u>Important disks</u>
Intro	1,2
Character Generation	1,2
Start of Game	1,3 (5, 8)
Towns	3,4
Info-Screen	3
Stone-Caves	3,4
Marble-Caves	3,5
Ship of Death	3,8
Combats	5, 6, 7, 8

**And do not forget that there also is a Clue-Book already available for this game. Ask your dealer today!**