

DarkSpyre

IBM-PC/100% compatibles Reference Card

GETTING STARTED:

We recommend that you make backup copies of the disks and put your originals in a safe place. The disks are not copy-protected, so just follow your computer's instructions on disk copying. Also, do not write-protect your disks. This interferes with proper execution.

Playing DarkSpyre from a floppy drive:

Before you play for the first time, run DarkSpyre's INSTALL program. This program allows you to choose the input device (Keyboard, Mouse, or Joystick) that you wish to use, and allows you to create a save game disk.

1. Put Disk A into your drive (for example, the A drive), type A: and press ENTER. At the A> prompt, type INSTALL, and press ENTER. INSTALL asks you a number of questions, which you will need to answer.
2. Now you are ready to play the game. Type DARKSPYRE and press ENTER. Remember, you only need to run INSTALL before the first time you play DarkSpyre, or if you need to change any information (such as changing from using a mouse to using a joystick).
3. Follow any instructions on the screen.

Installing DarkSpyre onto a hard disk:

To install DarkSpyre onto your hard disk:

1. To run install (for example from the A drive), place Disk A into your A drive, type A: and press ENTER.
2. When the A> prompt appears, type INSTALL, and press ENTER. The first question which INSTALL asks you is "Would you like to install DarkSpyre onto a hard drive (Y/N) ?". Press the Y key to answer yes. Answer all additional questions and switch disks when prompted.
3. INSTALL automatically installs DarkSpyre into a directory called \DARK on your hard drive. You can change this directory name when installing, if you like.
4. To play the game from your hard drive, type the following commands: From the hard drive prompt (ex. C>) Type CD\DARK (or the name you selected for the subdirectory) and press ENTER. Type DARKSPYRE to begin the game.
5. To change any information you entered when originally installing from your floppy disks (for example to change from joystick to mouse input), you may just run the INSTALL program from your hard drive, as follows: Type the same first two commands as above (changing to the correct drive and directory). Instead of typing DARKSPYRE, type INSTALL, and answer the questions it asks you. Whendone, type DARKSPYRE to begin the game.

Selecting Video/Sound modes:

DarkSpyre attempts to run in the best video/sound mode for your computer. If you wish to override these settings, or if the game does not seem to have run in the best video or sound mode, you may add the following letters after typing DARKSPYRE and a space when you start the game:

- V VGA graphics
- E EGA graphics
- C CGA graphics
- T Tandy graphics

- V1 Alternate VGA graphics, if V does not work right on your computer
- E1 Alternate EGA graphics, if E does not work right on your computer
- X To run with EGA graphics on a VGA equipped machine
- I Internal IBM 1-voice music
- M Tandy 3-voice music
- S SoundBlaster/Adlib music

For example:

- DARKSPYRE VS to run VGA and SoundBlaster/Adlib
- DARKSPYRE TM to run both Tandy graphics and sound
- DARKSPYRE CI to run CGA and internal speaker

In all instances, CGA graphics are the fastest.

Keyboard controls available at all times:

- F8 Information: display score, level location, and sound status.
- F9 Sound toggle: one press disables music, second disables Sound effects, third restores both.
- F10 Disable: disable color-remapping of animated figure if it is slow on your computer. Press F10 again to allow color changes
- R Restore: restore a saved game
- Minus scroll character sheet up
- Plus Scroll down: scroll character sheet down
- SHIFT-minus Scroll Top: scroll character sheet to top of screen
- SHIFT-plus Scroll Bottom: scroll sheet to bottom of screen
- P Pause: pause game. press P again to restart play
- ALT-Q Quit: quit DarkSpyre and return to DOS
- ALT-A Abort: abort current game
- T Take: take item character is standing on
- A Attributes: display attributes on character sheet
- W Weapon profs: display weapon proficiencies on character sheet
- S Magic profs: display magic proficiencies on character sheet
- ESC Abort save: abort save screen without saving
- ESC Abort restore: abort restore screen without restoring
- ENTER Toggle Level: toggle a lever on the ground

To move the figure, use the numbered keys 1-9 on the KEYPAD. For example, 8 moves figure up, 7 moves it up and to the left.

Directly to the right of the character is a list of menu options which change depending upon the objects you have in your hands. Keys 1,2,3,4,5,6 on the TOP of the keyboard activate these actions. Each menu option bar has a small black number at its rightmost edge which indicates which key to press for that action.

To the right of the menu options is an area which displays the magic spells you have prepared. At the start of the game this area is blank. As you prepare magic spells they are listed in the area. Function keys F1,F2,...,F7 cast these spells, and once again, a small black Fn is printed on the end of each of these spell menu options to indicate which function key will cast what spell.

Keyboard only commands:

These keys are available **ONLY** when you are not using the mouse and you are not using the joystick.

The **SPACEBAR** toggles control from moving the character on the screen to moving items in your inventory. Pressing the **SPACEBAR** makes a white arrow **POINTER** appear on the inventory portion of the character sheet. The arrow keys on the **KEYPAD** move this **POINTER** around the inventory boxes and onto the character picture. Pressing **ENTER** while the **POINTER** is over an item changes the shape of the **POINTER** to that item. You may then move that item to a new place. Pressing **ENTER** while an item is so selected puts that item into the new place. Also, when the **POINTER** changes to look like an object, information about that object is printed at the bottom of the character sheet (which will only be seen if you have the sheet at the top of the screen — press **Shift-Minus**). To return control to the figure on the map, press the **SPACEBAR** again.

You may place an item onto the character's figure by selecting it, moving the **POINTER** over to the character picture, and then pressing **ENTER**. Notice that placing items in your character's hands will change his or her current action menu.

To drop an object, position the **POINTER** over the item to be dropped, and press the **D** key. Remember to press the **SpaceBar** if you wish to return to moving the character on the map. If you wish to use a key in a keyhole just drop the key into the keyhole, exactly as you would drop the key anywhere else. To pick up an item on the map, press the **T** key. This may be done at any time.

Joystick Initialization:

The joystick in the game controls a pointer exactly as you would control a mouse. If you decide to use a joystick (by using the **INSTALL** program) you will be prompted at the beginning of the game to calibrate the joystick. Most game players find it easier to use the joystick if it is calibrated in the following manner:

- 1) Make sure the springs are **ACTIVE**, by checking that the two buttons on the bottom of the joystick are in their **ON** positions.
- 2) Move the vertical lever on the side of the joystick to about the three-quarters **DOWN** position (**NOT** halfway, as it is normally)
- 3) Move the horizontal lever on the top of the joystick to about the three-quarters **RIGHT** position (**NOT** halfway, as it is normally)
- 4) Follow the on-screen prompts to put the joystick in lower-right, upper-left, and center positions.
- 5) You may want to release the springs by pushing the buttons on the bottom of the joystick to their **OFF** positions. Refer to your joystick documentation for instructions.

While playing the game (except when you are in the character generator) you may recalibrate your joystick by pressing the **J** key.

Once the joystick is calibrated, you may use it exactly as you would use a mouse.

Mouse Instructions:

- To move the character with the mouse, just move the pointer to the edge of the screen in the direction you wish to move and press the left mouse button. The character attempts to walk in that direction as long as you have the left mouse button pressed.
- To move the character sheet up or down, move the mouse pointer off of the map onto the grey bar at the top of the character sheet (this is the **MESSAGE BAR** area). Press the left mouse button, and drag the character sheet to the desired position.
- To perform an action or cast a spell from either of the two menu lists, just click on the action to activate. To pick up an object on the map, position your character directly over the item and click the left mouse button with your mouse cursor directly on your character. Your mouse cursor will transform into the object you have picked up. To place that item either in your inventory or on

your character, move the mouse to the place you want to put the item and again click the left mouse button. To drop an item, pick an item off of your character picture or inventory, move the cursor on top of your character on the map, and press the left button.

- The right mouse button may be used to **swiftly transfer objects** from the map into your character's inventory. If your mouse cursor is currently shaped like an object, pressing the right mouse button will attempt to place that object into your inventory. If your mouse cursor is shaped like a white arrow, pressing the right mouse button will try to pick up one object, which you must be standing on, and place that object into your inventory.
- To **flip a lever**, move your character to that he or she is standing on top of the lever. Move the mouse pointer on top of your character and click the left mouse button. To use a key in a keyhole or to put an item into a hole, just drop the item into the keyhole or hole.
- On the bottom left of the character sheet (first drag the character sheet to full screen), are three pictures, one of your character, one of a weapon, and one of magic. Clicking on these will display **your character's attributes, weapon proficiencies, and magic proficiencies**, respectively.
- On the bottom right of the character sheet are three other pictures you can click on: a disk icon, an hourglass, and a question mark. These **restore a game, pause the game, and display information** when clicked on.
- To quit the game first click on the disk icon, and then click on the **DOS** icon at the bottom right of the restore screen.

Saving and Restoring the game:

- **BEFORE** you save the game you **MUST** have a save disk. If you are playing on a hard drive, the game will automatically save onto your hard drive. If you are playing on 3 1/2 inch disks, use **DarkSpyre Disk A** as your save disk (remember, **MAKE A BACKUP** of **BOTH** disks before you play the game just in case something happens to the disks you are playing on). If you are playing on 5 1/4 inch disks, you must make a save disk. Use the **INSTALL** program on **DarkSpyre Disk A** to do this. You will need to have a **BLANK, FORMATTED 5 1/4** inch disk to save your games.
- You **CANNOT** save your game in **DarkSpyre** at any arbitrary time. You must invoke the **RAIDO** rune (that is the one with the "R" on it) to save game. Each **RAIDO** rune will allow you to save your current position once only. Deciding when to save your game is of strategic importance in **DarkSpyre**. You will usually be able to find one **RAIDO** rune on very level, but some may be in difficult positions to find. It is up to you to decide if it is worth the effort on that level to try to find the rune, or if you should just go on. To invoke a rune, just place it in one of your hands, and activate the **INVOKE** menu selection. There are five important runes which cannot be invoked, these are needed in the final battles of the game. Other runes can be invoked and will provide a variety of magical effects, some good, some bad.
- You may restore a game at any time. To do so press the **R** key, or click on the disk icon on the character sheet.
- To **ABORT** a restore or save screen press the **ESCAPE** key, click the right mouse button, or click on the **ESC** icon with the left mouse button.

Additional Information:

- To **abort the title sequence**, hold down the **SPACEBAR** while the initial three text messages are on the screen until the copy protection screen appears.
- Initially, there will be no spells in your spell book (which you must find on the first level). To **put a scroll into your spell book**, just pick the scroll up and put it into your spell book.