SHADOWS OVER RIVA

REALMS OF ARKANIA III

MANYK

REFERENCE CARD

1 2 3 4 5 6 7 8 9 0

SHADOWS OVER RIVA

Installation and Quick Reference Card

Welcome to *Shadows Over Riva*. This reference card includes everything you need to know to install the game and begin your adventure. If you have any problems while installing or running the game, consult the Trouble Shooting section of this card.

Minimum System Requirements

486/33 or faster, MS-DOS 5.0 or higher, 8 MB of RAM, double-speed CD ROM drive or faster, 60 MB free hard drive space, mouse, Sound Blaster/Pro/16/AWE 32, Wave Blaster, Gravis Ultrasound, Pro Audio Spectrum 8/16, Ad-Lib or 100% compatible.

MS-DOS Installation

1. Exit from any other programs, including Windows. Place the *Shadows Over Riva* CD in the CD drive.
2. At the DOS prompt, type
    D:
    where **D:** is your CD drive. Then press the ENTER key.
3. Type **INSTALL** and press the ENTER key.
4. Follow the on-screen prompts. To play the game once it's installed, go to the directory where you installed it (typically C:\RIVA), type **RIVA**, and then press the ENTER key.

Windows 95 Installation

1. Place the *Shadows Over Riva* CD in the CD drive. Double-click on the My Computer icon on your desktop, then double-click on the icon for your CD drive.
2. Double-click on the INSTALL.EXE icon.
3. Follow the on-screen prompts. When the installation program asks if you would like to create a Windows program group, respond "Yes."
4. To run the game, first click on the Start button. Select the ROA3–Shadows Over Riva program group, then double-click on the ROA3–Shadows Over Riva icon.

Creating New Characters

You begin the game with a party of pre-made characters. If you'd like to create your own party, click on the Character Options icon in the Temple where you start. See the manual for more information.

Transferring Parties from *Star Trail* or *Blade of Destiny*

If you own one of the two previous games in the *Realms of Arkania* series, you may import your old game into *Shadows Over Riva*. Simply copy the old game from the directory \STAR\GAMES or \BLADE into the directory \RIVA\GAMES. Make sure you give the copied save the extension .GAM. Then load the old game by using the Disk Options menu.

The Main Play Screen

Compass — Main Window — Other Game Options — Time — Play Options — Info — NPC Player — Harbor town of Riva — Viraya — Calissa — Mirena — Iris — Norat — Gorm — Team Leader — Party Members — Life Points (Green) Astral Points (Red)

Character Review

Double-click on a character portrait or press F8

Portrait. Arrows to the side allow you to scroll to another member.

Body. Click here to pull down the body "blind".
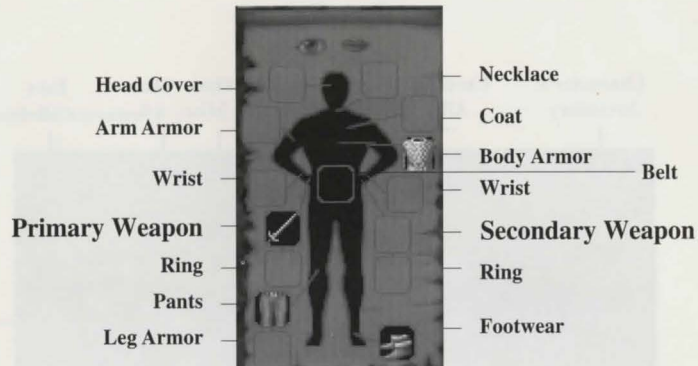
Name & Class

```
Viraya
She-Warrior

Hunger ▮▮▮▮▮▮
Thirst

EP:        76600
Level:     6

Money:
23D 45 0B

Height:  184 cm
Weight:  3360 oz
```

```
Deity      Tsa

CR  13/13   SN  4/4
WD  8/8     AC  3/3
CH  11/13   CL  6/6
DX  9/9     AV  3/3
AG  11/11   NE  7/7
IN  12/12   CU  3/3
ST  16/16   VT  4/4

LP  52/52
AP  0/0

MR  1
AC  4

Endurance 68
Load        710  oz
MP            8
```

Items in Backpack

General Information

Secondary Statistics

Character Statistics.
(Attack & Parry Values also appear here)

Head Cover		Necklace
Arm Armor		Coat
Wrist		Body Armor
		Belt
		Wrist
Primary Weapon		**Secondary Weapon**
Ring		Ring
Pants		Footwear
Leg Armor		

To *equip* an item, drag it to the appropriate slot.

To *use* an item, click on the item, then right-click to bring up the Character Review options. Select Use Item from the menu.
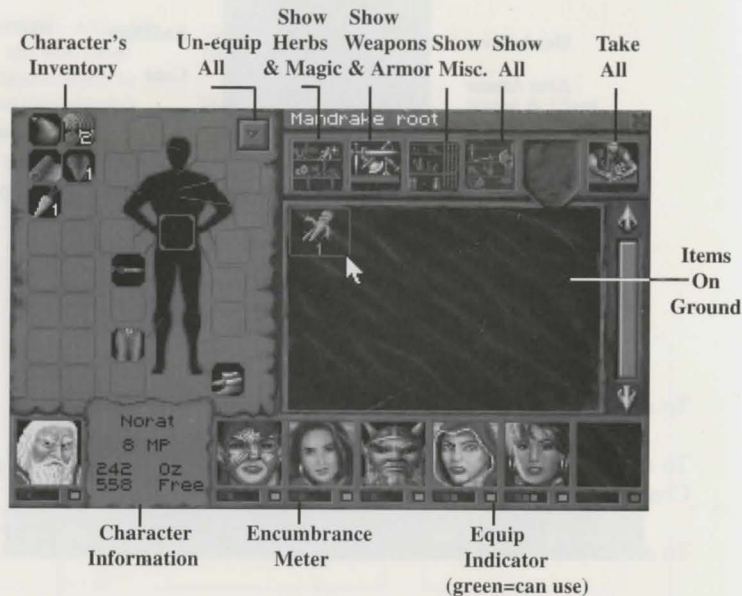
To *eat* an item, drag it to the mouth icon.

To *examine* an item, drag it to the eye icon.

For other options, right-click while on the Character Review screen. The Character Review options menu will appear.
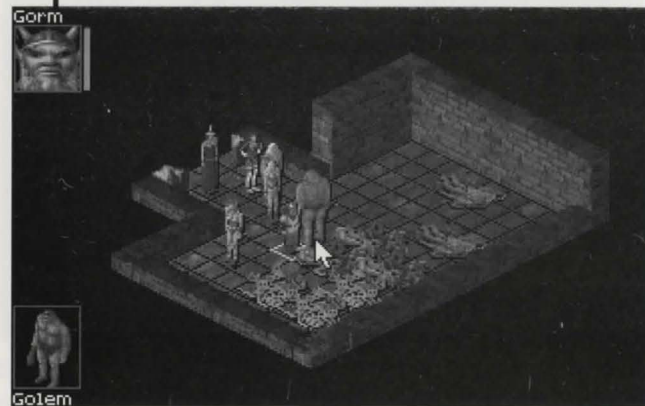
Item Distributor
Press F10

Character's Inventory

Un-equip All

Show Herbs & Magic

Show Weapons & Armor

Show Misc.

Show All

Take All

Mandrake root

Items On Ground

Norat
8 MP
242 Oz
558 Free

Character Information

Encumbrance Meter

Equip Indicator
(green=can use)

To view only a particular type of item, click on one of the four top buttons. For example, clicking on the button that shows a shelf with a sword on it will display only weapons and armor.
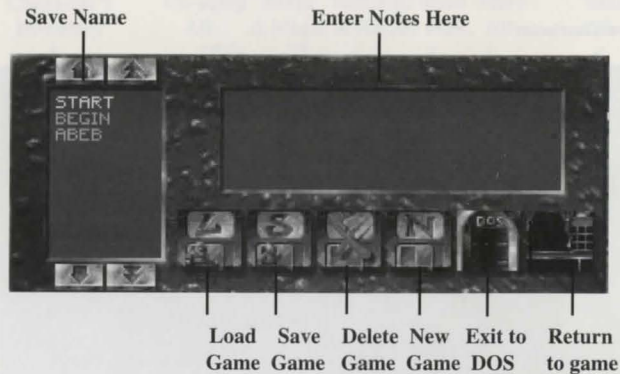
Combat

Active Character

Gorm

Golem

Targeted Opponent

Characters have a maximum of one attack and one parry per round. They may cast spells and shoot arrows diagonally, but may move and attack to the north, south, east or west. See the Combat section of the manual for more details.

Saving and Loading Games
Click on the Disk Options icon to save or load games.

Save Name **Enter Notes Here**

START
BEGIN
ABEB

Load Save Delete New Exit to Return
Game Game Game Game DOS to game

The On-line Manual
Press F1 to bring up the on-line manual

Exit Back Print Toggle Jump Scroll
Start Resolution thru Text Text

The Game Options Screen
Press F3 to bring up the Game Options Screen

Load	Save	Reset		Test

Animations	VGA	SVGA Delay	0
Illustrations	SVGA	Char, Per Line	80
Printer	LPT1	Lines Per Page	64
Music	On	Volume Balance	0/100
Sounds	On	Play Mode	Novice
Menu Boxes	Free	Text Display	Medium
		Combat Speed	Medium
		Screen Saver	2 min.
		3D Viewing	Medium
		3D Detail	High
		Full Screen 3D	Mask

At the top of the Game Options screen are three tabs. When you have set the game options the way you want them, click on the Save tab to save your current game settings. Click on the Load tab to load settings you had previously saved. Click on the Reset tab to set all the game settings back to their default values.

There are three groups of game options: Video Options, Printer Options, Game Options, and 3D Options. To find out more about any option, left-click on the option name. A brief description of the option will appear.

In the **Video Options** section, you can set the resolution used for animations and illustrations. You can also test your SVGA display. Note that you need a VESA compliant video card or driver to display animations and illustrations in SVGA.

The **Printer Options** section lets you adjust setting for when you print character sheets or diary entries. If you are having trouble printing, try setting the game to print to "File". The game will create ASCII files instead of sending information to the printer. You can then load the ASCII files into a word processing program to print them.

You may adjust music, sound effects, and the balance between the two in the **Sound Options** section.

The **Game Options** section allows you to set your play mode to Advanced or Novice, as well as adjust the screen saver delay, combat speed, menu boxes, and text speed.

In the **3D Options** section, you may adjust the game's 3D detail levels. If you have a slower machine, you may find that you get better performance with a lower detail level. You may also switch between the normal display and the full screen 3D display. (Note that you can also switch between the normal display and the full screen 3D view by pressing Control-V.)
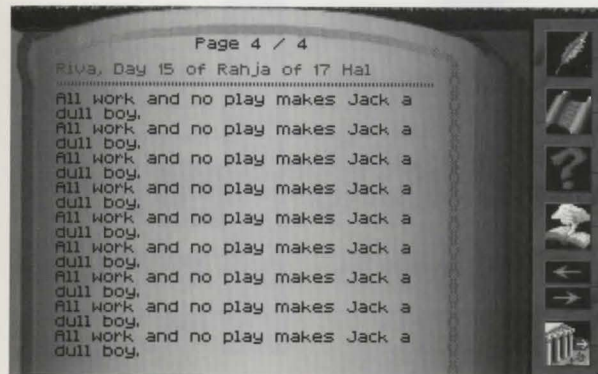
The Automap
Click on the Automap icon or press F6

The Diary
Press F5 to access the diary

Write Entry

Print

Search

Previous Page

Next Page

Leave Diary

Icons

Exit	Add Character	Buy
Talk	Remove Character	Sell
Character Options	Delete Character	Haggle
Disk Options	New Character	Next/Prev Page
Donate	Split Party	Repair
Ask for Miracle	Join Parties	Treat Wounds
Use Magic	Next Party	Cure Disease
Use Talent	Automap	Cure Poison
Eat and Drink	Write Text	Depetrify
Get Room	Delete Text	Next/Prev Entry
Sleep	Hide Text	Write Entry
Tell Fortune		Print

Keyboard Shortcuts

Arrow Keys	Move
Shift+Arrow Key	Run
Alt+Arrow Key	Move Sideways
Home	Look Up
End	Look Down
PgUp	Open Menu
PgDn	Close Menu
Ctrl-Q	Quit
Ctrl-P	Pause
Ctrl-V	Toggle Full Screen Mode
F1	On-line Manual
F2	Reposition Characters
F3	Game Options
F4	Date and Time
F5	Diary
F6	Automap
F7	Disk Options
F8	Character Review
F9	Score
F10	Item Distributor

Troubleshooting

Here are some of the most common questions about *Shadows Over Riva*, along with their solutions. If your problem isn't listed here, please call our Technical Support number.

The game says I don't have enough memory, but I have 8 MB of RAM or more! What's the problem?

You probably don't have enough conventional memory. Riva doesn't need much conventional memory, but the more XMS memory it has, the better. If you get a "Not enough memory" message, try adding NOEMS to the EMM386 line in your CONFIG.SYS file (for example: DEVICE=C:\WINDOWS\EMM386.EXE NOEMS.)

I'm trying to play through Windows 3.1 and the game won't work!

Exit Windows and play the game through DOS.

It takes a looooong time to load my saved games. Is something wrong?

Nope. Depending on your hardware and where you are in the game, you may experience lengthy loading times. Just relax and wait . . . .

I don't get any music in the game.

To get music, your CD-ROM drive and soundcard need to be set up to play Redbook audio. Consult the manuals for your CD-ROM drive and soundcard for information on how to hook up a Redbook Audio cable.

I went to the Game Options screen and set my difficulty level to Advanced. But the next time I played the game, it was set back to Novice again! How do I get the Advanced difficulty level to stick?

Press F3 to bring up the Game Options screen, then set the difficulty to Advanced. Now *click on the Save tab at the top of the Game Options screen*. If you don't click on Save, changes in Game Options won't carry over to the next game session.

I'm standing on a diagonal to an enemy, but I can't hit him!

Remember, you can only attack enemies hand-to-hand from the north, south, east, or west. You can't attack on a diagonal with a sword or other hand weapon (though you can with a bow or spell.)

My characters keep getting sick. What's wrong?

Make sure your characters are well-fed and well-rested. Most importantly, make sure they're wearing clothes! You're sure to get a cold if you walk around in the buff all the time.

Where do I go? What should I do?

As the priestess of Travia suggested, try visiting the other temples in the area. The local cemetary is also a good place to dig around. Last, but far from least, pay a visit to the Harbour Maid tavern. You're sure to pick up some good gossip there.

Disclaimer

Neither Manyk, the author(s), distributor(s) or seller(s) of this product shall have any liability or responsibility to the purchaser or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by this product, including but not limited to an interruption of service, loss of business and anticipatory profits or consequential damages resulting from the use or operation of this product. This product will be exchanged if defective in the manufacture, labeling or packaging, but except for such replacement the sale or subsequent use of this program material is without warranty or liability.

Note: This product is copyrighted and all rights are reserved. The distribution and sale of this product are intended for the personal use of the original purchaser only, and for use only on the computer system(s) specified herein. Renting this product, or duplicating and selling or renting or otherwise distributing this product, in any form, is hereby expressly prohibited.

Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light patterns or backgrounds on a television or a computer screen or while playing video or computer games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions, IMMEDIATELY discontinue use of this product and consult your physician before resuming play.