Darklands™

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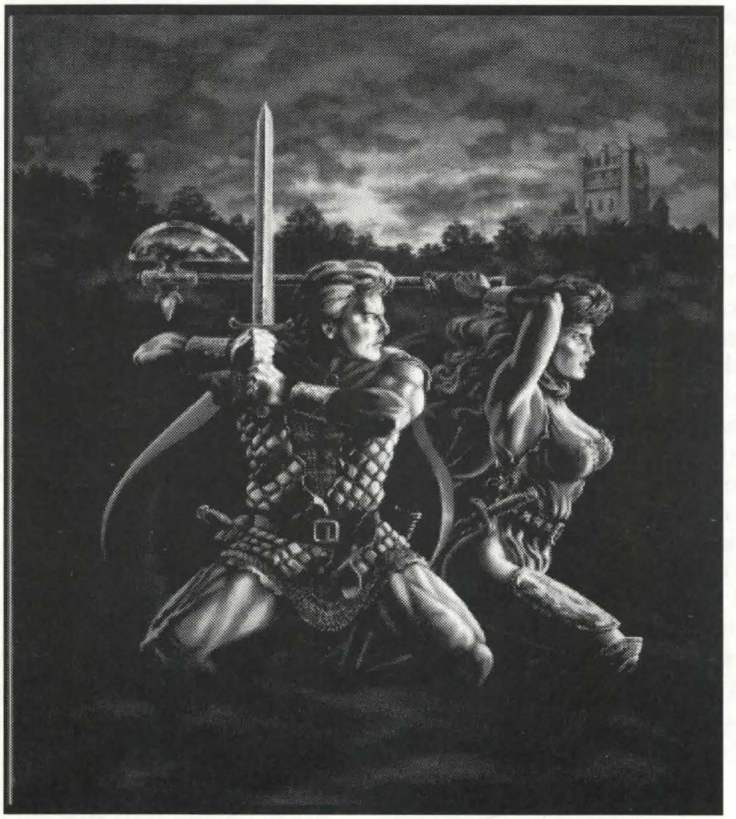

Installation and Instructions

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Contents & System Requirements

Contents

Darklands includes a manual, this supplement, a keyboard controls summary, a map, and a set of either 5.25" or 3.5" high density disks.

Computer Systems

Darklands requires the following computer system:

Computer: *Darklands* requires at least a 12 MHz 80286 ("AT") IBM-compatible computer. An 80386 or better, running at 20 MHz or faster, is strongly recommended.

Operating system: *Darklands* is designed for Microsoft DOS 5.0 and compatible operating systems. CONFIG.SYS should have FILES = 20 or greater.

Memory (RAM): *Darklands* requires at least 595,000 bytes (581K) of free RAM in main memory, plus at least 65,536 bytes (64K) of EMS (expanded) memory. However, program updates may change these values slightly. After installation, consult the README file for the latest information.

Darklands is compatible with both LIM 3.2 and LIM 4.0 standards for EMS (expanded) memory. (The LIM 4.0 standard is used by DOS 5.0.)

If, after installing *Darklands*, you find that your computer has insufficient main or EMS (expanded) memory, we recommend you create and use a "Boot Disk." See "Notes to Advanced Users" for further information about configuration options.

Floppy Disk Drives: High-density floppy drives (1.2MB 5.25" drives or 1.44MB 3.5" drives) are required for installation. *Darklands* cannot be installed from low density drives.

Hard Disk: *Darklands* must be installed onto a hard disk. It cannot run from floppy disks. The exact amount of hard disk space required by the current version appears in the READ.ME file. The Installation program (see below) will alert you if there is insufficient hard disk space.

Controls: *Darklands* is designed for play from either the mouse or the keyboard. In this version, a mouse is required, but almost every option also has a keyboard equivalent. Experienced players may find keyboard controls faster and easier than the mouse.

Graphics: A standard VGA 256-color display system is required.

Sound: *Darklands* runs with a wide variety of sound boards, including Ad Lib and compatibles, Soundblaster and compatibles, MediaVision's Pro AudioSpectrum series, Roland's MT-32 or LAPC-1, and the standard internal speaker of virtually all IBMs. Use the game configuration program (see below) to select the sound system.

80286 ("AT") Systems: Although we do not recommend these systems for *Darklands*, the game may run if you have sufficient main and EMS (expanded) memory. This almost invariably means you must have a special memory board that supports EMS.

QEMM and SMARTDRV

Darklands is generally compatible with current versions of popular memory managers, such as Quarterdeck's QEMM, or Qualitas' 386MAX. However, if you use QEMM and the Microsoft disk cache utility SMARTDRV.SYS or SMARTDRV.EXE, certain animations will not run properly. We recommend you avoid using QEMM and SMARTDRV together.

Windows and *Darklands*

Darklands could be run by opening a DOS window while running Microsoft Windows 3.1 or later. However, we do not guarantee software compatibility under Windows. If you experience problems, exit from Windows to DOS and then run *Darklands*.

The Install Program

The *Darklands* install program gives you the following options, which we suggest you use in the order given.

To run the installation program, put the first disk in the appropriate disk drive, type that drive letter, a colon, and tap the Return or Enter key. Then type INSTALL and tap Enter or Return. For example, if you insert the first disk in drive "A:", then type

A:INSTALL

and tap Return (Enter). If you inserted the first disk in drive "B:", type B:INSTALL and tap Return. If the install program will not run on your computer, contact MicroProse customer service (see below).

Display README.TXT File: This includes the latest information and updates about *Darklands*. Review this first.

Install Game Files: This creates the *Darklands* game on your hard disk. *Darklands* must be installed on a hard disk to run. Because files on the enclosed floppy disks are greatly compressed, you *must* use the installation program to transfer the files to the hard disk. The install program copies and decompresses these files as quickly as possible. The amount of time varies with the speed of your computer (for example, a 33 MHz 80486 will run *much* faster than a 12 MHz 80286).

Reconfigure Hardware Options: This option allows you to select the appropriate sound system for *Darklands*. The program attempts to detect the sound systems supported by your computer. Devices lower down the list generally provide more advanced sound capability. In some cases, our program cannot detect your sound hardware, especially if it has a non-standard configuration for addresses, IRQs and/or DRQ (DMA). Therefore, you can select any option from this list.

If the hardware option selected has special configuration options, a second series of choices allows you to specify Speech Address, IRQ, and DRQ (also known as "DMA") options. Standard default options are shown. Be careful with these choices — errors can cause serious problems for your system. You may need to consult the set-up guide for your sound system, including notes made during its installation into your computer.

If you have a Roland MT-32 or LAPC-1 sound system, and a second system that supports digitized sound, after you select Roland, you may have a second set of options for your digitized sound support.

No Sound: If you select this as an option during install, you cannot turn on the sound during the game. Instead, you must exit to DOS and re-run the install program to reconfigure your hardware.

Create A Boot Diskette: This helps you create a boot disk. You must have a formatted floppy disk for your A: drive to use this program. A boot disk is useful *only* if your computer's normal configuration does not have sufficient main and EMS (expanded) memory for *Darklands*. Due to the wide diversity of IBM-compatibles, a boot disk may not work without customization, and can cause conflicts with special types of software. For more information, see "Notes to Advanced Users," below and review the notes in the README.TXT file.

Game Startup

Once *Darklands* is installed and configured, you can either run it from your hard disk, or from your boot disk.

Running from a Boot Disk: Insert the boot disk into the A: drive of your machine, then start or restart the machine (if restarting, you can just use the CTRL-ALT-DEL restart). If the boot disk works, your machine will start up and begin *Darklands*.

Running from a Hard Disk: At the DOS prompt, change to the subdirectory that contains *Darklands*. If you installed *Darklands* to the suggested default directory on your C: drive, you would type:

CD C:\MPS\DARKLAND

and tap Enter or Return or Enter.

Now that you are in the correct subdirectory, type

DARKLAND

and tap Enter or Return. The game will begin.

Be aware that when running from hard disk, you are using the hard disk's machine configuration. This configuration must have sufficient main and EMS (expanded) memory.

Game Startup

Fast Loading: You can bypass the opening animation when loading *Darklands* by going to the correct subdirectory, typing

DARKLAND /Q

and tap Enter or Return. The game starts with the initial options.

Changing Configurations: After *Darklands* is installed, you can re-run the install program to change the configuration (sound setup), view README.TXT, or create a boot disk. You do this from the DOS prompt by switching to the *Darkland* subdirectory (CD C:\MPS\DARKLAND), type INSTALL and tap Return.

Supplemental Game Information

Initial Options

Character Creation: When you select "Create a New World," the next options are somewhat different from those described on page 12 of the manual:

Examine a Character: This option does not appear. Instead, once you add a character to the party, you can examine that character by left-clicking on the blue box on the left side of the screen, or tap with F1, F2, F3 or F4, depending on the character position. Normal character information appears (see pages 22-24 for details).

Heraldry: This options allows you to select a heraldic shield design, which symbolizes the character throughout much of the game.

Colors: After you "Select Character Image," you can select coloring for the head and body. Left-click on "1st Color," "2nd Color," and "3rd Color" to make changes. We suggest you left-click on each of these options once for best appearance. For the hooded and robed image, 2nd and 3rd Color both adjust the robes.

Universal Controls and Menu Bar

"Game" menu — Saved Game: This option is only enabled at certain points in the game, mainly when at a city inn, when travelling in the countryside, or when camping in the countryside. We regret the inconvenience, but it was the only way to keep saved game files compact and reliable.

"Game" menu — Visuals: This option is not available. Testing after manual creation revealed little advantage in removing visuals.

"Game" menu — Music: If you turn off the music, when you turn it on again, the sound does not restart until a new tune occurs.

"Party" menu — Change Marching Order (alt o): This option allows you to specify which characters are first, second, and third in line. This is important in battle, influencing which character start closest to the enemy, and who follows whom when moving in single file. The manual description about which character leads (pages 36-37) no longer applies once you change the marching order.

"Party" menu — Ambush (F7) and Camping (F8): These options are only available from the keyboard. Neither are available on the "Party" pull-down menu.

Note that both options are only possible on the travel map. Furthermore, the ambush option is primarily useful within the lands of a Raubritter
(robber-knight).

Character Information: About Equipment

Quick Scroll: You can scroll quickly through the equipment lists using the "PgUp" and "PgDn" keys on the numeric keypad.

Mass Transfers: If you wish to transfer all items of a certain type from one player to another, hold down the shift key while either clicking the mouse on the character box (if using a mouse), or while tapping the appropriate number key (if using the keyboard). This is especially handy for transferring, say, 30 arrows at one time, rather than moving them one by one.

Missile Ammunition: In *Darklands*, some missile weapons require ammunition. Bows use arrows, crossbows use quarrels, and handguns use balls. A missile weapon without ammunition is useless. For simplicity, any bow can use any arrow, any crossbow any quarrel, and any handgun any ball. Missile ammunition quality has virtually no effect on weapon performance in this version of *Darklands* (but may have an effect in future versions or sequels).

Improving Armaments: Potions or saintly aid used to improve weapons or armor *only* apply to the weapon or armor currently "in use" (appearing on the "in use" board). Therefore, be sure to arm with the desired item before applying the potion or calling a Saint!

Travel and Interaction

Fast Time: *Darklands* frequently illustrates the passage of time with an animating clock-calendar timepiece. If you find watching this tedious, simply tap the space bar.

Alchemical Knowledge: At various points, you may be asked to identify an alchemical symbol. These are found in the bottom right corner between pages 43 and 83, listed alphabetically.

Battle

Enemy Information: Due to space limitations, the information about enemies can be confusing. For each enemy involved in the battle, enemy information shows a picture of the enemy and a descriptive title (such as "Sergeant," "Guard," or "Wolf").

Below that, the vitals (V:) and limbs (L:) armor is described.

Below that, if a shield is carried, its size is listed.

Below that the character's current hand-to-hand weapon is listed, followed by the character's skill with the weapon. For example, "Halberd -poor" means the character is using a Halberd, but has poor skill.

Finally, if a character has a missile weapon, that is mentioned, along with the character's skill with that.

Skill estimations are not included if you select "Expert" difficulty level.

A "+" after an attribute, skill, weapon, or armor indicates it has been alchemically or magically enhanced. Beware of such opponents.

Enemy Potions and Magic: Some enemy characters can use magic or potions to enhance others in their party (see above).

In addition, remember that enemy potions can affect your characters. For example, if the entire party is stunned by an enemy sunburst, your characters will not respond for a while. Enemy potions and other magic can have strange effects.

Independent Thinking: Sometimes members of your party will have their own ideas about what to do in battle. Sometimes they may be hesitant to continue fighting. Other times they may ignore instructions.

Flail Penetration: The manual on page 77 is incorrect in two respect. First, two-handed flails just match plate and penetrate chainmail or brigandine. Second, military flails just match chainmail or brigandine and penetrate scale. This makes flails rather useful weapons.

Saints in Battle: Do not expect saints to have much effect on enemies while a battle is raging. Saints are more effective before a battle is joined. To this end, Genevieve and Godfrey help prevent battles with humans, Aidan, Januarius, Pantaleon, Perpetua and Tarachus have some use with animals, and Hubert is useful in many woodland encounters. It is also worth noting that the demons in this version of *Darklands* are especially powerful: don't expect much help from saints against them.

Escape from Battle: If the enemy is chasing you, you can escape by running out certain doors or moving to certain edges on a battlefield. When you get to such a door or battlefield edge, switch to orders pause and pull down the "Orders" menu. If "Exit Battlefield" is enabled as an option, you can escape.

Protecting Your Game

Although MicroProse has spent considerable extra time testing *Darklands*, a few problems may still exist. We suggest you save the game periodically. If a problem occurs, restart from your latest saved game. We would appreciate hearing about these problems, so please send a brief description to: Darklands, MicroProse Software, 180 Lakefront Drive, Hunt Valley, MD 21030.

Religious Issues

In case you missed the notices in the manual (see pages 87 and 98), *Darklands* is not intended as an attack on any religion. The game uses the state-of-mind in the later Middle Ages as a setting for your adventures. The portrayal of religion is an historical interpretation and opinion of the designer, Arnold Hendrick.

Notes for Advanced Users

Configuring Your Computer for *Darklands*

Darklands is designed for use with Microsoft DOS 5.0. *Darklands* may work with DOS 4.x or DOS 3.x in conjunction with some special memory-manager programs. However, we recommend that you upgrade to DOS 5.0.

Determining Available Memory: To determine the memory currently available to run a program, as the DOS prompt type mem /c and tap Return. Note that mem is unavailable in DOS 4 or earlier.

The number after "Largest executable program size" is the number of bytes you have "free" in main memory. Also note the amount of "free EMS memory," if any is listed. Compare this to the amount of memory needed by viewing README.TXT.

You may discover that you machine has insufficient main memory, and/or does not have any EMS (expanded) memory. However, virtually any 386 or 486 with 2MB or more of RAM can be configured to provide the necessary memory in the right places. What you need in this case in an alternate configuration for your computer.

The Boot Disk Concept

A boot disk creates an alternate configuration for your computer on a separate floppy disk for the A: drive. If you boot (start up) your computer system with the boot disk in the A: drive, you get the configuration on the disk. If you boot normally, with the drives empty, you get the usual configuration stored on your hard disk.

Using a boot disk eliminates any chance of *Darklands* interfering with normal operation. However, remember to reboot your machine after quitting *Darklands*. The *Darklands* "install" program includes a "Create Boot Disk" option. This attempts to simplify the process of creating a boot disk. However, certain special computer configurations may require you modify some boot disk files.

Potential Problems: If your computer uses special hard-disk compression software to increase disk space, a boot disk will not work unless that software's drivers are added, or *Darklands* is installed in a non-compressed portion of the hard disk. If you use this software, be careful with boot disks. We suggest you back up the hard disk before trying any new boot disk in your machine.

If your computer has an automatic virus-checker, and you run from a boot disk, temporary and saved-game files may be identified (incorrectly) as "virus" programs, even though

they are not. To avoid this either include the virus checker on the boot disk (if memory permits) or adjust the virus checker to ignore file changes and additions in the *Darklands* subdirectory.

In general, for safety we recommend that you try *Darklands* without a boot disk. Then, if you have insufficient memory, back up your hard disk and create a boot disk.

Creating A Boot Disk

The boot disk creation program used by "install" (above) moves the DOS system files onto the floppy (using a "SYS A:" command), finds DOS HIMEM.SYS, a mouse driver (if any), and an EMS (expanded) memory manager such as EMM386.EXE, then copies them to the boot disk, and then creates appropriate CONFIG.SYS and AUTOEXEC.BAT files.

If your DOS is standard Microsoft DOS 5.0, if you use a Microsoft mouse, and if you installed *Darklands* into the normal default directory (C:\MPS\DARKLAND), the boot disk CONFIG.SYS and AUTOEXEC.BAT might look something like this:

The config.sys:

```
DEVICE = HIMEM.SYS
DOS = HIGH, UMB
DEVICE = EMM386.EXE  RAM
BUFFERS = 20
FILES = 30
```

The autoexec.bat:

```
PROMPT $P$G
MOUSE.COM
C:
CD C:\MPS\DARKLAND
DARKLAND
```

The exact appearance may vary, depending on your initial machine configuration.

ADJUSTMENTS: If the default boot disk doesn't work, your system probably requires special mouse, memory, hard disk, video, etc., drivers. These are almost always placed in the AUTOEXEC.BAT or CONFIG.SYS files.

We suggest you examine the current CONFIG.SYS and AUTOEXEC.BAT, try to find additional statements that may be needed, and add them at the appropriate places in the above files. The edit program included in DOS 5.0 is an ideal tool for this.

When considering what commands to included in CONFIG.SYS and AUTOEXEC.BAT make sure to separate *mandatory* commands from *desirable* ones. Only mandatory commands should be included on a boot disk. The "desirable" ones frequently take up precious memory space without being required for operation. The best method is to start with the boot disk created by the install program (above), then add the minimum commands to make the boot disk run.

If you have trouble, check your computer supplier for more information about the CONFIG.SYS and AUTOEXEC.BAT requirements of your machine.

Drivers & Improvements

For safety's sake, we recommend that all driver adjustments or improvements be made to your boot disk, rather than your normal hard disk configuration. If using new drivers, just copy them to your boot disk.

SOUND DRIVERS: *Darklands* includes its own sound drivers for many sound systems. In many cases you don't need the drivers supplied with the sound card. If space is a problem, experiment with disabling your normal sound drivers in CONFIG.SYS or AUTOEXEC.BAT.

MOUSE DRIVERS: *Darklands* was designed for Microsoft mouse drivers. If you use a different mouse, and experience mouse-related problems, try new parameters. Sometimes changing speed or resolution will solve the problem. In other cases, a newer driver may help. Also try the Microsoft mouse driver with non-Microsoft mice (it's worked for us!).

ADDITIONAL EMS (EXPANDED) AND XMS (EXTENDED) MEMORY: If you have additional memory, after the first 64K of required EMS memory, *Darklands* uses additional LIM 4.0 EMS (expanded) and XMS (extended) memory to speed game operation. If using DOS 5.0 without special memory management software, review the section on EMM386.EXE to find the optimum memory configuration for your machine.

SPEED IMPROVEMENTS: Some parts of *Darklands* may seem to run slowly. *Darklands* runs better on machines with a higher MHz rating. It also runs better on advanced microprocessors. We recommend an 80386 or 80486 running at 20 MHz or faster. Like most software, *Darklands* runs faster on DX processors, slower on SX processors.

A fast VGA board improves performance, such as a 16-bit board (rather than an 8-bit). Unfortunately, Windows graphics accelerator boards do not help, as they improve Windows graphics, not DOS VGA graphics.

Hard disk access speed has a significant effect on game speed. If your hard disk has an average access time of greater than 30ms, the game will seem slow. Hard disk cache software improves hard disk performance, especially for slow drives. On some machines cache software provides better performance than just leaving the extra EMS or XMS memory free for the game to use (see "Additional EMS and XMS Memory" above). On others, the internal game software provides greater speed. We suggest you experiment for best results.

ADVANCED CONFIGURATIONS: Our experience during development has been that independent memory managers can be more effective than those included in DOS 5.0. Early 1992 versions of Qualitas' 386MAX and Quarterdeck's QEMM both worked well with *Darklands*. However, we experienced problems when QEMM loaded the Microsoft SMARTDRV hard disk cache.We found that QEMM and either SMARTDRV.SYS /A or SMARTDRV.EXE /A frequently worked.

Personal Customer Service and Technical Support

Telephone help is available Monday to Friday, 9AM to 5PM , at the following phone number:
(0666) 504326

Modem Bulletin Board Support

MicroProse maintains a bulletin board service (BBS) for modem users. You can post messages and questions here, or get demos and updates, 24 hours a day, 7 days a week.

USA (410) 785-1841
Modem setting 8,N,1; speeds to 9600 baud

Modem On-Line Services

MicroProse offers technical support, updates, and/or general information on various on-line services. As of spring 1992, this included the following:

AMERICA ONLINE: Industry Connection, Keyword: "MicroProse", Address: MicroProse.

COMPUSERVE: Game Publishers Forum, "Go GAMPUB", Address: 76004,2223.

DELPHI: GameSig, Address: MicroProse.

GENIE: Scorpia RT, Address: "Scorpia", Address: MicroProse.

INTERNET: Address: 76004,2223@CompuServe.Com.

MCI MAIL: Address: MicroProse.

PC-LINK: Computer Forum, Keyword "MicroProse", Address: MicroProse.

PRODIGY: Computer Club: Other Games, Keyword: "MicroProse", Address: XHFK15D.

PROMENADE: Industry Connection, Keyword: "MicroProse", Address: MicroProse.

Q-LINK: Computer Forum, MicroProse Section, Address: MPSLabs.