IMPORTANT

DO NOT FORGET TO RETURN YOUR WARRANTY CARD
INCLUDED IN THIS MANUAL

In order to benefit fully from all our customer support services, you should return this card asap. We can't help or support you if we do not know who you are!

SIERRA Customer Services

Technical Support

In order to provide you with the best possible service, we have two hintlines and a direct technical support hotline where our specially trained technical support team will be ready to take your call.

Free subscription to the Sierra group's very own magazine

In order to keep our valued customers better informed, our free of charge magazine will provide you all the latest information on all our new products as well as practical advice and useful tips.

The free SierraOriginals catalogue

The SierraOriginals catalogue contains details of all the forthcoming titles in the range.

WE WOULD LIKE TO TAKE THIS OPPORTUNITY TO THANK YOU FOR PURCHASING A SIERRAORIGINALS TITLE. WE SINCERELY HOPE THAT YOU ARE COMPLETELY SATISFIED WITH YOUR PURCHASE AND HAVE FUN PLAYING IT.

Dear SierraOriginals Customer,

You hold in your hands a part of computer gaming history. All these titles have the original storyline and technological innovations that have helped define and create the PC-Gaming industry as it appears today. Consider these titles as pictures in a scrapbook - a snapshot of history that has helped to evolve the computer gaming industry. All of the SierraOriginals titles have been kept in their original form. No attempt to modernize or improve the game was made with these titles in order to maintain the sense of nostalgia.

Some of the CD's may contain a **PATCH** directory. To determine if your program has a PATCH program, go to your CD-ROM prompt in **DOS** (i.e., your D:\> assuming your CD-ROM drive is labeled D) and type:

DIR (ENTER)

If the directory listing has a [PATCH] option, then you will need to add these patch files into the game directory after installing the game to your computer. For example, if you installed King's Quest V, and you noticed a directory called [PATCH], you would use the following command to copy the patches into the KQ5 directory:

COPY D: \PATCH*.* C: \SIERRA\KQ5 ((ENTER))

NOTE: the above example assumes that your CD-ROM is labeled as your D drive, and you installed the game to your C hard dive into the directory \SIERRA\KQ5. Please substitute the correct path information in the example above.

Windows'95* users may also have to play the game under DOS, since many of the titles are true DOS games and were created before Windows'95 was released. When using Windows'95, you can re-start your computer in a true DOS mode by clicking on the START button, selecting the SHUT DOWN option, and selecting the "Restart the computer in MS-DOS mode?" item. Finally, many of these products were released before many of the high quality sound cards such as the AWE 32, Gravis Ultrasound and Ensoniq SoundScape have been released. When selecting an audio/music option for the game, your best bet is to select the AD-LIB option.

On behalf of Sierra On-Line, thank you for purchasing this SierraOriginals product. We appreciate the opportunity to share our history with you and your entire family!

There is a "TIPS" subdirectory on the game CD with some information that may be useful if you are having trouble with the game, particularly for Windows'95 users. Please consult these files as well as the "Readme" file if you are having any problems.

Respectfully,

Quality Assurance Department.

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* Windows is a registered trademark of Microsoft Corporation.
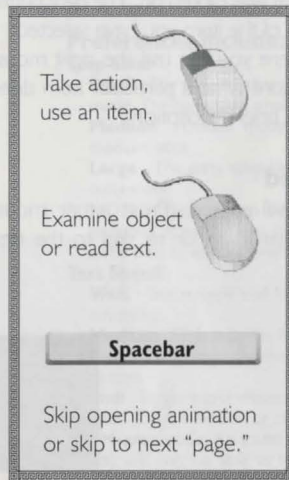
RUN BETRAYAL AT KRONDOR IN DOS

1. Place the SierraOriginals CD into your computer's CD drive.

2. Type the letter of your CD drive, followed by a colon. For example, if the letter of your CD drive is "D", type "D:". Press [Enter].

3. Type "Install" and press [Enter].

4. To run your SierraOriginals software after loading, all you have to do to start is to go to the directory where the game has been installed by typing **"CD\DYNAMIX" [ENTER]** followed by **"CD BAKCD" [ENTER]** followed by **"KRONDOR" [ENTER]**.

5. Be sure to check the "Readme" file for the latest information.

ATTENTION:
YOU HAVE TO LOAD BETRAYAL AT KRONDOR THROUGH DOS.

BETRAYAL AT KRONDOR

GAME PLAY

Take action, use an item.

Examine object or read text.

Spacebar

Skip opening animation or skip to next "page."

Betrayal at Krondor is an entirely new story based on the best-selling Riftwar novels by Raymond E. Feist, and is the first serious attempt to present an interactive fantasy story divided into chapters like a book. Gameplay within each of the nine unique chapters is totally non-linear; you do have a goal that must be accomplished before you can see the rest of the story, but how that goal is accomplished is entirely up to you! There is no time limit, so if you want to roam around the world talking to characters, killing monsters and finding treasure - that's fine. In fact, at the beginning of the game this strategy may even be necessary to help you and your party prepare for the increasingly fierce opponents you will face as you head south to Krondor. Each chapter contains a number of unique characters and monsters. Even though you don't necessarily **need** to face the dangers of the Dimwood forest in Chapter One, there's nothing to prevent you from going there - and you will find a new set of monsters if you choose to return there in Chapter Two! It's almost like having nine different games for the price of one! Like a book, the characters you are playing with (or reading about) will change, leave, and reappear based on the chapter.

The purpose of this section is to give an overview of game commands and functions. You will find installation and system specific controls on the *Betrayal at Krondor* Manual Quick Reference section.

Getting Around in the Game

Betrayal at Krondor is driven by a point and click interface. For information on keyboard commands, refer to your quick reference section of this manual.

In general, the left mouse button is the action button. Clicking on an object with the left mouse button is equivalent to **using** the item that was clicked on. The right button is the **examine** button, use it to read a description of the item you have selected.

NOTE: There are many places in the game where you can use the right mouse button to read on-line help text. If you are not sure what a particular item does, try clicking on it with the right button to display a brief description.

Getting Started

After the opening animation, the Main menu will appear. (Press either mouse button or the **Spacebar** to skip the opening animation or to skip to the next "page" in a dialogue scene.)

THE MAIN MENU

Start New Game

Go to the Travel screen to begin game.

Restore Game

Use to restore saved games. The current directory is always highlighted in the Directories scroll box. If you have created additional directories using the **Save Game** option, select one by clicking on it with the left mouse button. Any games saved in that directory will show up in the Games scroll box.
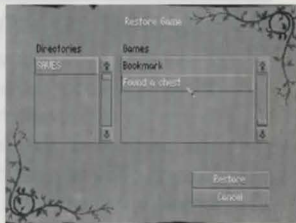
Preferences

Use the Preferences section to customize the game to best match your preferences or to compensate for very slow or very fast computers.
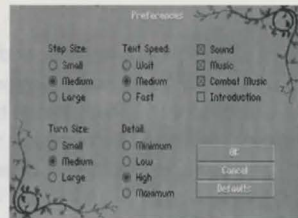
Preferences include:

Step Size:

Small - The slowest but smoothest movement mode. The party takes small steps.

Medium - Default mode. The party takes medium steps.

Large - The party takes large steps for fastest movement.

NOTE: Changing step size does not affect gameplay. It will still take the same amount of game time to reach a given destination.

Text Speed:

Wait - Text screens wait for key press before advancing.

Medium - Default mode, for average readers.

Fast - Text screens advance very quickly for fast readers.

Sound: Toggle sound effects on or off.

Music: Toggle music on or off.

CD Music: Enables full sound (CD Version only). You will only be able to listen to CD Audio music if you have chosen the large install version of the game

Combat Music: Toggle combat music on or off.

Introduction:

Toggle introduction on or off. (If you load the game with the introduction turned off, it will skip the introductory sequence and go straight to the Main menu.)

Turn Size:

Small - The smoothest mode. The party turns slowly.

Medium - Default mode. The party makes medium-sized turns.

Large - The party makes large turns for fastest rotation.

Detail:

Minimum - The fastest mode.
Trees: Minimum number, small size
Horizon: No
Textured mountains: No
Floor & ceiling textures: No
Object filtering: Maximum

Low -
Trees: Low number, medium size
Horizon: Yes
Textured mountains: No
Floor & ceiling textures: No
Object filtering: High

High -
Trees: High number, almost normal size
Horizon: Yes
Textured mountains: Yes
Floor & ceiling textures: Yes
Object filtering: Low

Maximum - The slowest mode.
Trees: Maximum number, normal size
Horizon: Yes
Textured mountains: Yes
Floor & ceiling textures: Yes
Object filtering: Minimu

Contents

At the beginning and end of each chapter you will view a non-interactive cinematic scene to advance the story and suggest your party's goal for the upcoming chapter. Use the Contents page to view these sequences as many times as you like.

Only the chapters you have finished playing will be accessible, based on games saved in the current directory.

Quit to DOS

Exit the current game and return to DOS.

The Travel Screen

From the Travel screen you can control the movement of your characters, open chests and doors, and examine items.

You may also view maps, initiate dialogues with new characters, shop for weapons and other items, or camp to rest and heal.

The Travel screen is divided into two parts.

The upper section contains the main view window. The lower section contains six Action buttons and up to three crystal globes, each representing a different character in your party.

Main view window

crystal globes

Action buttons

mouvement icon

Moving the Party

Click on the Movement icon to move the party forward or back, or to turn to the left or right. Hold the mouse button down on the forward or back button and the party will move in that direction until the button is released. A compass in the center of the Movement icon, rotates to indicate the direction the party is currently facing. It is not always possible to walk between mountains or hills that are very close together - even though it may appear that your characters could slip through. Generally, when you bump into the base of a mountain, your party will automatically turn to one side. In "tight" spots you may find it easier to navigate using the overhead map.

Action Buttons

The six Action buttons on the lower right side of the Travel screen are available to the player at appropriate times.

They include: *Follow Road*, *Cast*, *Encamp*, *Map*, *Bookmark*, and *Options*.

Follow Road

You must be standing in the center of the road to choose this option.

The *Follow Road* button is active when an illustration of a road receding into the distance appears on it. When selected, the image on the button will change to a road with an arrow, indicating that the party will now automatically follow the road. When *Follow Road* is selected, the party will follow the main road wherever it leads if you hold down the forward button on the Movement icon. The only time the party will stop is if the road forks or comes to a "T." In this case, use the Movement icon to turn in the direction you want to go, then continue as before. It doesn't matter if your party is facing straight down the road or not, when you move forward, the party will automatically turn to follow the path. Select the button again to toggle *Follow Road* off.

NOTE: It is *not possible to move off the road* when this mode of movement has been activated.

Cast

Select the **Cast** button to display the Spellcasting screen. (This option will not be available unless there is a spellcaster in the party.) A list of available spells will appear on the right. Magic symbol buttons at the bottom of the screen can be selected to access **groups** of spells.

Within the circle on the left is one of up to four magical symbols, each neatly dividing the circular region into a number of smaller segments. Each segment can contain one unique **glyph** for each spell known by the caster. Moving the cursor over these glyphs will display a description of the spell in the parchment area on the right.

Spell Glyph
Gemstones
List of Available Spells in Current Spell Group
Scarf of Sang
Magician selected
Magic Symbol Buttons

To cast the currently displayed spell, press your left mouse button. If the spell can be cast within a range of Health/Stamina points, the gemstones around the circle will be highlighted. The number of highlighted stones represents the number of the magic user's Health/Stamina points that will be used in order to cast the selected spell. To complete the spell, click on a gemstone. Spells that require higher Health/Stamina points are more powerful and effective, but carry the disadvantage of weakening the caster. To determine if there are spells active, look at the symbols at the top of the Travel screen.

When there is more than one magical character in a party, you can select a different magician by moving the cursor to the appropriate character globe and pressing the left mouse button. This is a non-combat option only.

Encamp

Use the **Encamp** option to rest your characters and to heal them when injured. Generally, the party should camp at night when it is difficult to travel without a torch or magic spell to light the way.

When you select **Encamp**, a gemstone-studded sun dial will appear in place of the main view window. The current time of day is indicated by a highlighted stone that shows the location of the sundial's shadow. The upper half of the dial indicates day, the lower half indicates night.

To sleep for a specific amount of time, click the left mouse button on one of the stones around the outer ring to select the time you want to break camp. (Once the shadow begins to move you can select the **Stop** button at any time.)

Camp Until Healed

Camp until all of your injured or tired characters are at full strength, or until you hit the **Stop** button. You can monitor the Health/Stamina and Rations of each character in a message window to the right of the sundial. The Health/Stamina of injured characters will be highlighted in red.

Sleeping in the discomfort of the wilds will only restore a character to approximately 80 percent of his potential Health/Stamina rating. The rating will return to its normal black color when this figure is reached. The names of characters suffering from a debilitating condition (sick, drunk, plagued, poisoned, etc.) appear in red.

NOTE: The **Encamp** option is not possible when enemy opponents are nearby.

Highlighted Stone

|	Health+Stamina	Rations
Locklear	39 of 100	6
	75 of 85	11
Gorath	125 of 125	5

Camp until Healed   Exit

Map

Selecting **Map** will display a map of the party's immediate surroundings in the main view window. The buttons at the bottom of the screen will be replaced with the following options: **Follow Road** (not shown), **Full Map**, **Zoom In**, **Zoom Out**, **Encamp** and **Main**. The triangle in the center of the screen indicates the party's current position.

Zoom In, Zoom Out

These buttons allow you to zoom in for a very close view of the map, or zoom out for a wide view of your surroundings.

NOTE: You can move your party in this view using the Movement icon. Traveling on the Map display is very fast (particularly when you are zoomed in close), but carries the disadvantage of not allowing you to see interesting and possibly valuable items beside the road, or dangerous adversaries in your path.

When you are in an underground dungeon, mine or sewer, the Map function works a little differently. In these situations, the entire map is initially dark, indicating the fact that the characters are entering a new and unfamiliar area. As the party wanders around, more of the map will be revealed. This option is very useful to show you places where you have and have not been should your party find itself lost underground.

Full Map   Zoom Out   Encamp
Zoom In
Main
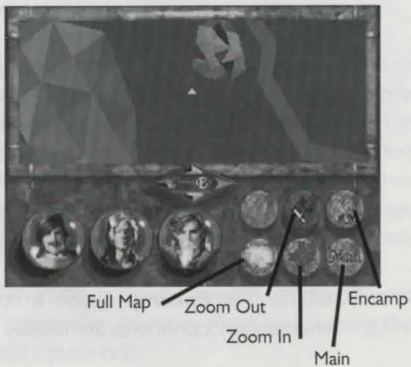
Main

Select this button to display the Travel screen.

Align Map North

You can align the map to the North by pressing the "N" Key. Press "N" again to let the map pivot freely as you change direction.

Full Map

This button switches to a full screen map showing all the major roads, cities and towns in the kingdom. (Cities are indicated by white points, smaller towns appear on the map as brown points.) A small flashing icon indicates the location and direction of the party. Move the cursor over the points on the map to display the names of towns or cities. Click on the **Exit** button in the lower right corner of the screen to return to the map of the party's immediate surroundings.

Book mark

Use **Bookmark** to quickly save a game in progress without leaving the Travel screen. Your game will be saved under the file name "Bookmark." (This file is available in each directory. Every time the Bookmark option is selected, the previously saved Bookmark is overwritten.) The Bookmark icon will only be visible when a directory has been set up using **Restore** or **Save Game**.

Options

Left click on the **Options** button to start a new game, restore and save games, change game preferences, look at the Contents page, or quit to DOS.

Save Game

To save games in progress, simply click on the requester box beneath the list of saved games. You may then type in a file name using as many letters as will fit in the box. These games will be saved in the highlighted directory in the Directories scroll box. To create a **new** directory, type in a directory name in the requester box. Directory names must be a valid DOS 8-character directory name without an extension.

To delete the currently highlighted **directory** in the scroll box, left click on the **Remove Directory** button and then click on **Yes** to confirm your choice. (This option will remove the directory and all games contained therein.).

To delete the currently highlighted **game** in the scroll box, left click on the **Remove Game** button (This option will remove the single highlighted game).
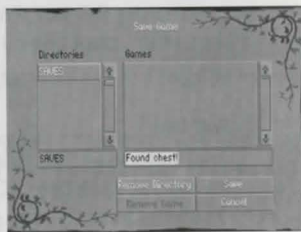
Talking to other characters

Some dialogues are initiated automatically. Others can be initiated by clicking on a character when the cursor changes to the word "TALK." Following a short, non-interactive exchange, some characters will allow you to ask them questions about a variety of topics. Possible questions will appear as **Keyword** buttons at the bottom of the screen. Left click on any button to find out more about the selected subject.

NOTE: The more you **know**, the more your character can **learn** by asking questions. Asking questions using **Keyword** buttons will open up new keywords with that character or other characters in the game.

Ratings and Skills

To examine the skills and ratings of characters in your party, right click on the desired character's globe. This will display the ratings and skills of each character. Ratings will be displayed at the top of the screen. Skills are represented at the bottom of the screen using swords. A red bar graphically represents the numerical figure displayed just above it.

NOTE: Skills displayed in red indicate that skill level has **changed** since you last viewed it. A picture of the currently selected character is displayed in the upper left corner of the screen. Left click on it to cycle through the other characters in your party, or right click on it to read background information about the character.

NOTE: A character can only improve skills by practicing them. To improve the rate at which a skill increases, **select** the sword handle that represents the desired skill. The fewer skills you select, the greater the increase. The more skills you select, the slower they will increase. Skills also improve slowly if **none** are selected.

Understanding Ratings and Skills

Each character in the game has four ratings - Health, Stamina, Strength, and Speed - and a number of skills including Lockpicking, Haggling and Stealth.

While it isn't necessary to understand the way ratings and skills work in order to enjoy the game, you may be interested in learning more about how these calculations are made. Each rating and skill has a **potential** value and a **current** value. The current value is an indication of a character's condition at that moment in time. In other words, if a character with a Stamina of 32 is hit with a sword, his **potential** Stamina will remain 32, but his
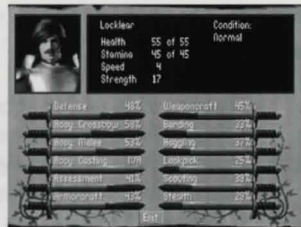
current Stamina will drop. By resting after combat, your current skills and ratings will return to their potential values.

NOTE: You may find some useful items or potions that could cause a large, though temporary, increase in your current ratings or skills, when used in combat. The effect of these will generally wear off following the battle.

Improving Potential Ratings and Skills

Improving your characters' potential ratings is very difficult. Ratings have no upper limit and changes will usually show up as gradual improvements over time.

Skills will vary from 0 - 100 and will increase the more they are used. For example, a character's Lockpicking skill will go up a fractional amount each time he successfully picks a lock. (The closer this number gets to 100, the harder it will be to affect an increase in the skill.)

Conditions

A character may find himself suffering from any one of a number of debilitating conditions during the game (sick, drunk, poisoned, plagued, etc.). Names of characters suffering from a condition will be highlighted in red on the Encamp screen. Some conditions will be alleviated by prolonged rest, others may require the services of a temple. Sick characters can only be healed by resting for extended periods of time.

Ratings

Health/Stamina

Health and Stamina, though separate ratings, are added together to determine a character's overall physical condition.

When a character is injured, damage sustained is subtracted from his Stamina rating. When this has been depleted (i.e. Stamina = 0), his Health rating begins to go down. If a character's Health rating drops all the way to 0, he is critically injured.

The ratio of the current Health rating to the potential Health rating affects the remainder of a character's ratings and skills by a proportionate amount. If a character's current Health is 50 percent of his potential Health, his other ratings and skills will automatically be 50 percent of their potential values.

EXAMPLE: A character with 35 Health points and 10 Stamina points is attacked during a combat round and receives 10 points of damage. His Stamina will drop down to 0, but his Health will remain at 35. The rest of his ratings and skills will also be unchanged. If the next stroke does an additional 10 points of damage, his Stamina will remain at 0, but his Health will drop by 10, from 35 to 25. His current Health is 71 percent of his potential Health. Therefore, his other current ratings and skills will drop to 71 percent of their potential values, as well. (His speed, for example, will drop from 5 to 4.)

While resting or after using a restorative, a character's overall physical condition will begin to go up; his current Health will increase first until it reaches the potential Health, then his current Stamina will go up until it reaches the potential Stamina.

Strength

This rating represents a character's physical strength and determines the amount of damage a character can inflict in hand-to-hand combat. It will decrease when the character's Health is reduced. Strength will improve, slowly over time, with each successful sword or staff strike. Current Strength can sometimes be modified by magical "strength boosters," which can cause a temporary increase above the potential rating - but only for the duration of the combat in which they are used.

Speed

This rating is expressed in terms of "steps." It indicates the number of steps a character may take during his turn in combat. A character's potential Speed rating will not change over the course of the game.

Skills

Defense

This skill, expressed as a percentage, is part of the calculation to determine how many Health/Stamina points a character will lose due to a successful enemy strike in combat. **Defense** simulates a character dodging or ducking slightly so as not to receive the full effect of a blow. A high **Defense** skill will also cause enemy opponents to miss more often.

Crossbow Accuracy

This skill indicates how accurate a character would be if he fired at an enemy two steps away. If the skill is 45 percent, your character will have a 45 percent chance of striking an opponent 2 steps away. (These figures assume you are firing a "normal" quarrel. You may find some quarrels that perform with better accuracy.) Remember accuracy is also affected by distance. The further a character is from his opponent, the less chance he will have to hit him.

Melee Accuracy

The accuracy of your characters when fighting with a sword or staff is based on this skill. The weight and class of sword being used also affect the character's chance of hitting an opponent.

Casting Accuracy

This skill is only used for magical spells that require line-of-sight targeting and are, therefore, affected by distance.

Assessment

This combat skill affects how much information can be gathered by a character when using the **Assess** option during combat.

A character can learn a number of things by taking a moment to "size up" his opponent. By studying an opponent's movements, he might determine that a particular foe is very quick or very slow. He might notice a limp or see him favoring one side of his body over the other due to an injury. Some of the things you will learn in this way will be more valuable than others; the higher the **Assessment** skill is, the more information will be displayed. The information is displayed through an opponent's ratings.

Weaponcraft

The **Weaponcraft** skill is employed whenever you use a whetstone to repair a damaged sword. The figure you will see by a sword when it is in Inventory, indicates its condition. This number will go down slightly each time the sword is used in combat. When you repair a sword (by dragging the whetstone over it and releasing), the sword's condition will improve - assuming it has not recently been repaired. The higher the character's **Weaponcraft** skill, the more the condition will improve.

It is important to check your sword often as the blade will gradually suffer damage until it is essentially a worthless piece of metal. It will last much longer if you keep it in good repair with a whetstone.

Armorcraft

The **Armorcraft** skill is employed whenever you use an armorer's hammer to repair a damaged suit of armor. Beside each suit you will notice a percentage which indicates the condition of the armor (100 percent would indicate perfect, undamaged armor). The percentage will go down slightly each time a character is hit.

When you repair a piece of armor (by dragging the armorer's hammer over it and releasing), the armor's condition will improve — assuming it has not recently been repaired. The amount that it improves will depend on the Armorcraft skill of the person who is repairing it. Armor will regain a percentage (equal to the character's Armorcraft skill) of the condition that has been lost.

Your armor will be much more effective if you keep it in good repair using an armorer's hammer.

Barding

Barding is a skill that can be used in taverns to gain gold. If your skills are good enough (or the patrons are drunk enough), you will be paid for your efforts. The amount of gold you receive and the Barding skill level required to "loosen their coin purses" will vary greatly from tavern to tavern. In general, there is more gold to be had in larger city taverns. However, these patrons also tend to be more discerning and will throw you out if your music is not to their liking.

To bard, move the cursor up to the tavern interior and find the lute. As you move the cursor over it, it will change to the word "BARD." Press the left button to complete the action.

Practice Barding

If you can find a practice lute, you can practice your skills by going to a character's inventory and selecting it. Then click on the **Use** button. Repeated practice will cause that character's Barding skill to increase.

Haggling

Haggling is an important means of lowering the price of items for sale. You will notice that prices vary, sometimes dramatically, from shop to shop. This is based on the whims of the shopkeeper, who will attempt to make as much profit as possible. Generally, you will find better prices in the larger cities and towns.

When the party enters a shop, each item for sale will be displayed with a price. When you pick up an item using the left button, and drag it to one of the character globes at the bottom of the screen, a menu will appear with the following choices:

Accept - Left click on the **Accept** button to buy the item at the advertised price.

**Decline** - Return to the shop view.

Haggle - Not all shopkeepers will haggle, but if you select this button you can attempt to get the price of the item reduced by haggling with the shopkeeper. Your chance of success will be based on the Haggle skill of the character attempting to purchase the item. Be careful. If the attempt is unsuccessful, the shopkeeper may get angry and refuse to sell you the item at all.

Lockpicking

This skill indicates a character's ability to pick locks, though it is also used to disarm traps. When confronted with a locked chest or door, the Lock screen will appear.

Scouting

The **Scouting** skill allows the character to detect enemy ambushes as the party is moving around in the world. The party member with the highest **Scouting** skill is automatically chosen as the party's scout. If an ambush situation is detected, a warning message will appear. At this point you have two choices. You can continue and risk running into an ambush, or try to go back or "around" the situation.
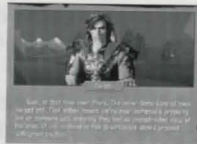
Stealth

This skill is used when one of the characters in your party has detected a potential ambush situation with his Scouting skill. The chance of successfully sneaking past is directly related to the **Stealth** rating of the **worst** party member.

It is also used when you select an opponent in an attempt to gain an initiative advantage. Once again, the chance of successfully "sneaking up" on an enemy and catching them off guard is directly related to the **Stealth** of the worst party member.

Fairy Chests

In the Kingdom of the Isles, a farmer will occasionally stumble across a strange locked chest in his fields. Folk myth contends that these are "fairy chests" containing items lost by individuals who have somehow displeased Banath. They are actually boxes which traveling Moredhel use to pass messages back and forth. (Most kingdom couriers refuse to travel in the lawless Northlands and will not venture past Inclindel Pass or Cutter's Gap.) In peace time, these locked chests contain only messages and harmless scribblings between mercenaries. When hostilities flare within the Kingdom, however, they are often used as secret highways to pass weapons, communiqués, poisons and other items of intrigue.

Moredhel chests possess "wordlocks," a series of small cylinders onto which have been inscribed letters of the Moredhel alphabet. Once the letters on the cylinders are rotated to form a pre-designated word (this is accomplished by moving the mouse up to a letter and clicking on it with the left mouse button), the catches on the box are automatically sprung. Most of these chests also have a steel plate (inscribed in Moredhel) affixed to them with a puzzle-like rhyme so that forgetful couriers can still make their appointed rounds.

A typical Moredhel clue plate might read:

Prince Arutha, from his lofty perch,
Will find our troops without a search.
His men will fall, his castle too,
And then what will Prince Arutha do?

Answer: Die.
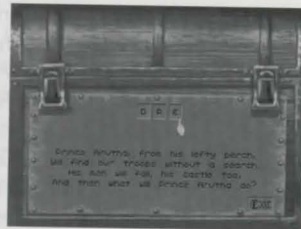
While most citizens dismiss the existence of these boxes as hearsay, there are a few scattered scholars who have been known to point travelers to sites where these boxes can be found. To read clue plates, someone in your party must be able to read Moredhel

Inventory

To look at the items a character is carrying, select the character's globe with the left mouse button. The items that character is carrying will appear on the right side of the screen. Items a character is equipped with will appear on the left.

Examining Items

Right click on an Inventory item to get a description of it. For more detailed information about weapons or armor, select the **More Info** button on the left side of the screen. The information available will include the following:

Base Dmg — Base damage for swords is displayed for swinging and thrusting. This figure takes into account a character's Strength rating. (Crossbow damage is calculated based on the damage of the quarrel +/- the damage of the crossbow.).

Accuracy — Each melee weapon modifies the Melee Accuracy skill for both swinging and thrusting.

(Crossbow accuracy is modified by the crossbow value +/- the quarrel value.)

Armor Mod — Represents the percentage of the base damage being deflected by the particular armor type.

Active Mods — Combat modifiers that are currently affecting the weapon. (These are **not** represented in the base damage display.)

Resistances — Resistances that may be in effect for a particular piece of armor. (Armor can be made resistant against any of the active Mods. For example, substances can be found or bought that will make your armor resistant to Flame damage.)

Bless Type — If an item is blessed, the type of blessing will be displayed here.

Racial Mod — Weapons and armor designed for a particular race will not be quite as effective when used by a member of a different race. Indicates the race an item was designed for.

Equipping Characters

If a character is not equipped with a crossbow or a suit of armor, you will see an empty frame. To equip a character with these items, pick up the item by moving the cursor over it and clicking and holding the left mouse button. Then drag the item over to the equipment area on the left side of the screen and release the button. The empty frame will disappear and the character will be equipped.

NOTE: Fighters must have a sword and magic users must have a staff at all times. Also, it is possible to trade or share items by dragging them down to an appropriate character's globe.

Keys

To look at the party's keys, select the key ring icon at the bottom of the screen. To get a description of each key, click on it with the right mouse button. The number beside each key shows how many of that key the party is carrying.

Like gold and silver, keys are automatically collected and pooled and don't take up room in anyone's Inventory. For this reason, they cannot be dropped. They can, however, break when used in the wrong lock.

Bags

Should you want to lighten your load of items, you can drop items into a bag by holding down the left mouse button over an item. The key ring will then turn into a bag. Drag the selected item down to the bag icon, and release the button. The bag will then be dropped and the party can return for it later. The bag icon will replace the key ring as soon as an item is selected.

NOTE: If you hope to retrieve items you have dropped in a bag, be very careful *where* you drop it. A bag dropped in the middle of an open field or near a town will be easily spotted and will probably be empty when you return. If you want to remove something valuable from your Inventory, the safest hiding place is inside a locked box or chest. You will find these as you explore.

Picking Up Objects

The opportunities to add items to your Inventory are countless. You can buy items in shops, receive items from other characters and pick things up along the way. Some objects in the world — dead bodies, holes in the ground, and bags, for example — will instantly reveal their contents when you click on them with the left mouse button. Boxes and chests may also be opened this way, though you will find that many of these items are locked.

When the Inventory screen appears for a particular object, you will see an icon appear in the lower right portion of the screen. It will be highlighted, indicating that you are currently looking at the Inventory for that object. To give an item to a player, click on it with the left mouse button, hold the button down, then drag it to one of the character globes at the bottom of the screen. When you release the button, the item will disappear into the selected character's Inventory.

Transfering Inventory Items

View items in your Inventory, switch weapons, or transfer an item to another character by clicking on the desired character globe with the left mouse button.

You must be standing beside a character you wish to switch or transfer items with.

NOTE: Viewing inventory uses one combat turn, whether an object is actually used or not.

When transfering a number of items, the Transfer menu will appear. If you want to give another party member only a portion of a group of selected items, left click on the greater than/less than symbols to change the number of items designated on the top button of the menu. Click on the share with party button to let the computer divide the selected items between all party members.
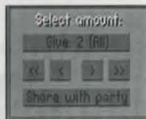
Using an Inventory Item

To use an item in a character's Inventory, left click on the item and then on the **Use** button. You may also double click on an item to use it. Some items must be combined with others. For example, you can use a whetstone to sharpen a sword blade by picking it up, dragging it over the blade, and releasing it.

Opening Locks

When the party is confronted with a locked door or chest, the Lock screen will appear. A lock will be visible on the left side of the screen, and the party's keys and any picklocks they have collected will be pooled together and displayed on the right. The party member with the highest lockpicking skill will automatically be highlighted at the bottom of the screen. To choose a different character, left click on the desired globe. Right click on the lock or keys to get a description of each. This information could help you make a better choice. Be careful, if you attempt to use the wrong key to open a lock, it may break. To attempt to open the lock, select a key or picklock with the left button, drag it over to the lock, and release it. A character's Lockpicking skill is a factor when attempting to pick a lock. Like the keys, lock picks can break, especially when a character has a low Lockpicking skill and is working on an especially difficult lock.
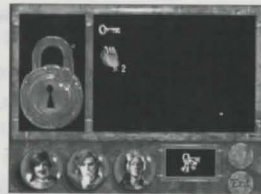
> THE SCENT OF SARIG SPELL CAN HELP MAGICIANS DETECT BOOBY-TRAPPED BOXES AND CHESTS. IF YOU OPT TO DISARM SUCH AN ITEM, THE CHARACTER WITH THE BEST LOCKPICKING SKILL WILL AUTOMATICALLY BE CHOSEN TO MAKE THE ATTEMPT.

Eating

Each character in the game will automatically consume one ration per day. (They will disappear from his Inventory at the end of the day.) Each ration represents one day of food, so a character with seven rations will be fine for one week before he starts to lose Health/Stamina points due to hunger.

NOTE: If you transfer a packet of rations to a starving character it will be eaten immediately, rather than at the end of the day.

A Guide to Inventory Items

Following are a *few* of the unusual but useful items you will encounter on your journey. Items may be bought, found or given to you. Be on the lookout for stray objects as you travel. Even the most insignificant seeming items can prove to be essential later in your travels.

Broadsword

A broad-bladed sword meant for hacking, but not particularly effective for lunging. Due to its weight, it is a damaging but none too accurate weapon.

Medium Crossbow

The standard issue weapon for Midkemian archers. It is fairly accurate and powerful.

Bowstring

This kind of string can be used on light or medium crossbows when the bowstrings break. It cannot be used on the Heavy Crossbow. Drop the bowstring on the crossbow to use.

Silverthorn

Silverthorn is easily recognizable due to its distinctive silver thorns on a rose-like stem and its corpulent red berries. It is a deadly but detectable general purpose poison and is especially well suited for treating weapons. Each berry may be used for one application.

Naphtha

Naphtha is highly flammable. Applied to a sword blade it can cause extensive flame damage to an opponent.

Lightning Staff

The Lightning Staff is an ancient magical tool. With this item, magic users can call forth a bolt of lightning, without losing Health/Stamina Points.

Glory Hand

The Glory Hand is the shriveled hand cut from a thief who was hung at midnight. When used in conjunction with the *Nightfingers* spell, it allows the user to magically steal almost any item from a combat opponent, then it crumbles to dust.

Infinity Pool

The Infinity Pool is an ancient artifact used by magicians to magnify the effects of any combat spells that they cast. At first glance, it seems like an ordinary pendant - brown leather cord, brass catches, a small glass globe - but close inspection of the interior reveals thousands of scarlet points of light.

Bessy Mauler

The heaviest of the Midkemian crossbows, it is also the strongest available, able to put a dent in even the toughest armors. The power of the Bessy Mauler brings with it some sacrifice in accuracy.

Elven Quarrel

This elven crossbow load has a special accuracy modifier that makes it enormously accurate and long-ranged. Considered one of the best loads to have with a crossbow of any make, the Elven Quarrel is particularly effective if used with an Elven Crossbow.

Moredhel Lamprey

The Lamprey is a favorite weapon of Moredhel raiders.
The blade edge is composed of a series of mini-blades useful for both sawing and slicing.

Torch

A branch or club wrapped with oil-soaked rags. Torches may be used indoors or outside.

Galon Griefmaker

This elven blade is an effective compromise between weight and accuracy. Highly accurate, it is weighted in such a way that it can be used to either hack or to stab, but is especially effective when **swung**. Like the Moredhel Lamprey that followed it, the Griefmaker has small teeth for sawing.

Herbal Pack

Usually containing the standard healer's materials of alum and healer's alcohol, herbal packs can help prevent deadly infections. A healing herbal pack can be used to double the rate at which a party member heals.

Weedwalkers

Worn inside the shoes, these magical green slippers greatly increase your stealth, improving your odds of creeping by enemies without being detected.

Restoratives

These small vials of green liquid are helpful for restoring Health/Stamina to injured or ill party members.

Picklocks

Complex sets of precisely crafted hooks, files, clips, pins and picks, good picklocks are usually fashioned from sterling silver. They can be used to open nearly every lock, depending on the user's skill.

Whetstone

Use in conjunction with the Weaponcraft skill to maintain and repair chipped or broken blades.

Armorer's Hammer

Similar to a ball-peen hammer, this hammer is needed by anyone who wishes to repair armor with their Armorcraft skill.

Rations

This is the food that each party member carries. Rations seem to travel best when wrapped in small packages with brown paper and tied with string. Food might include salted sweetmeats, hard rolls, sliced apples or strawberry tarts to last from one to fourteen days.

Combat

Combat can be initiated in a variety of ways. Most will occur while you are exploring, as your party attempts to fend off attacking monsters and assassins. Digging up a grave can also result in a combat situation, as deadly spirits known to Midkemians as "shades" will often attack the party.

Initiative Advantage

When you first spot an opponent, you can click on him/her with the left button to try to gain an initiative advantage. (The odds of this happening are based on your party member with the worst Stealth rating.) Once you've selected an opponent, you must immediately rush forward and attack to maintain an advantage.
(It is possible for enemies to ambush your party, in which case **they** have the initiative advantage.)
If no one has an initiative advantage, the order of who goes first when the combat begins is based on Speed ratings. (This rating is also used to determine how far each of your characters can move per turn.) Imagine the combat area as a grid. (You can, in fact, press the "**G**" key on the keyboard to display a grid on the combat area. Press "**G**" again to turn it off.) Each "square" on this grid represents one step. A character with a speed rating of "5" can move five steps in one turn.

Controlling Your Characters

Combat is turn-based, so there is no time limit for selecting a character action. Since only one character can be controlled at a time, only one character globe will be displayed at the bottom of the screen. That character will also have a square-shaped highlight around his feet in the combat window.

To move the highlighted character to a new position, move the cursor into the combat view and move it until you see a green highlight square. This indicates a position the character can move to, i.e. a spot inside his movement range that isn't already occupied by another character. Press the left button to move the highlighted character to that spot.

Highlight
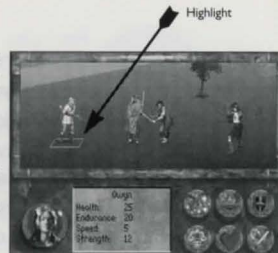
Combat Option Buttons

Thrusting with a Sword or Staff

You can only thrust at an opponent who is within range. If your character has enough Speed to reach the enemy character in one combat turn, he is in range. When you position the movement cursor under your opponent, the cursor will turn yellow. The information in the box next to your character's globe will tell you his chances of hitting his opponent and how much base damage would be caused by a successful strike. Click the left mouse button to complete the action.

Swinging with a Sword or Staff

Swinging a sword or staff requires a great degree of concentration and balance. You must be "in position" before this option will be available. This means your character must be lined up vertically or horizontally with his opponent while standing **no more** than one step away. Swinging will tire characters, lowering their Stamina; however, Health will not be affected.
To swing, target your opponent as you would for a Thrust, but click the right button. A message box will show the Accuracy and Damage values for both swinging and thrusting to help you decide on the best option.

Traps

During your travels you will undoubtedly run across magical traps left by devious enemies of the Kingdom. Keep in mind that spellweavers always design such traps with a "way out" to avoid accidentally trapping their own. Though little is known of these devices, scholars tell of dangerous crystals and "lines that must not be broken." Floating "keys," both crystal and solid, can somehow affect an escape.

To escape a trap it is often only necessary for one character to move "through" or "past" it. Be careful when moving your characters, they will only move in straight lines and when forced to go "around" an object or character, may select the wrong direction and move into harm's way. Press the "**G**" key to turn on the "grid." This will make escape easier.

NOTE: After one character has been moved, press th "**R**" key to "cycle through" the other characters (this works the same as left clicking on the character's position to "rest" him) until you get back to the character you are controlling.

More Combat Options

The following options can be selected at the bottom of the Combat screen:

Fire Crossbow

You must have a crossbow and quarrels and be at least one step away from the nearest opponent to choose this option. When it is available, left click on the **Quarrel** icon. The last quarrel type fired is automatically selected. To choose a different load left click on the button displaying the desired quarrel type. There are more quarrel types than there are buttons, click on the **More** button until you see the load you want.

Target an enemy by moving the cursor to the opponent's feet. When the highlight appears at his feet you will see an information box displaying the Accuracy and base damage you can expect from the selected quarrel type. Left click to shoot.

NOTE: You cannot target opponents unless you have them in your line of sight. If another character or object is between an archer and his opponent, that opponent cannot be targeted.

Spellcasting

You must be standing at least one step away from the nearest opponent. The combat window will be replaced by a marble colored background on which you will see a circle studded with 30 small gemstones. A list of available spells will appear on the right. Magic symbols will appear on the buttons at the bottom of the screen, select these to access different spells.

When a spell is selected, the combat view will return and you may select a target by moving the cursor to an appropriate character or opponent. Left click to cast the spell. To cancel a spell, click on the **Cast** button, then choose **Exit**.

* Some spells will require that your target be within your line of sight (such as when firing a crossbow). Such spells will indicate this in a message box when you move the cursor over their magic glyph.
* To see which spells a particular magician knows, select him with the right mouse button, then click on the **Spells** button to bring up a list of all his known spells.
* Some spells will require special items. For example, **Nightfingers** can only be cast if the magician has a Glory Hand in his Inventory.

Retreat

Selecting this option will not always be successful. In some combat situations, such as when caught in some magic traps, retreat is not possible. Also, if one or more of your party members go down in combat, the others will refuse to leave. If a retreat attempt is successful, the party will automatically fall back and regroup some distance away from where the encounter took place.

Try not to let enemy opponents retreat during combat. This is especially important early in the game, as retrieving items from the inventories of fallen foes is a crucial means of finding valuable items that can be used or sold in nearby shops.

NOTE: Regardless of its success, an attempted retreat counts as one combat turn.

Defend

This option causes a character to assume a defensive posture, increasing the chance that he will successfully parry an incoming sword strike for one combat turn.

Assess Opponents

Each character in the party has an Assessment skill, that can be used during combat to "size up" enemy opponents. To use this option, left click on the **Assess** button and then on an opponent in the combat window. Assess Opponents uses one combat turn. The amount of information you receive is proportionate to the Assessment skill of the character.

Rest During Combat

Choose this option to allow a character to regain lost Health/Stamina points.

NOTE: Resting during combat increases the likelihood of your character being injured if he is attacked.

Auto-Combat

Left click on the **Auto-Combat** button to allow characters to begin fighting on their own, without your direction. This option is convenient in situations where victory is assured. To interrupt this mode and regain control of combat, left click on the **Exit** button at the bottom of the screen.

NOTE: Auto-Combat is unavailable when the party is caught in a magic trap.

On Death and Dying

Any characters who fall during combat can still be revived by the surviving party members following combat. Revived characters will be extremely weak and will recover much more slowly than from a normal injury. To help such characters recover, go to the nearest temple and pay for a Cure. If all of your characters go down, the game will end and you will be taken back to the Options page.

Combat Strategies

Swinging or Thrusting

When you attack an opponent during combat, several factors must be taken into consideration. First, the Accuracy of the attack, which you will see in the message window at the bottom of the screen once an opponent has been targeted. Accuracy is determined by the character's current Melee Accuracy skill, which is then modified by the overall balance of the weapon being used.

Some swords are better suited to a swinging attack, others may be better balanced for thrusting. Also to be considered are:

* The current condition of the character (injuries and sickness will cause a loss in all general coordination skills).

* The condition of the weapon (weapons are displayed with the percentage of their effectiveness).
* The class of the weapon being used (a human fighter will not be quite as effective using a Moredhel sword, just as a Moredhel would be less effective using a Kingdom blade).
* If the weapon has been blessed by the gods of a local temple.

To learn more about the strengths and weaknesses of weapons in your Inventory, right click on them.

The base damage of a melee attack is determined by the Strength rating of the character and the Damage rating of the weapon being used. Like the Accuracy figure described above, the overall condition of the character and the weapon, the class of the weapon etc., must also be considered.

You will find objects that can help increase the damage caused by your weapons. For example, a fiery substance called naphtha, though rare, can be used to create a fire-edged blade, significantly increasing the damage it will do. (To use, drag the naphtha over to your blade and release it.)

The following visual effects will be created when characters are hit with "enhanced" weapons:

	Sword Icon	Target Effect
Poisoned	green drop	Flash green
Flaming	flame	Red sparks
Frosted Blade	snowflake	Sparkle blue
Clerical Enhancement 1	cross	Glow white
Clerical Enhancement 2	cross	Glow blue

NOTE: Objects and potions exist that will make your armor resistant to many of these special enhancements.

Please note that the damage information displayed at the bottom of the screen when you target an opponent represents base damage. This figure will be reduced by the defensive skill and armor of your opponent.

In general, successfully striking an enemy with a swinging attack will do more damage than a quick, jabbing thrust.

STRATEGY TIP: The enemy cannot swing their weapons unless they are close enough to do so. Keep in mind that if you move a character into position, or choose a thrusting attack (your character will automatically move into position), you will be open to a swing maneuver on the opponent's next turn. If possible, try to stay at least a step away and let your opponent come to you.

Crossbow Strategy

Each fighter in the game has a Crossbow Accuracy skill which, in conjunction with the distance the character is from his opponent, will determine the likelihood of a successful strike. Other things affect this accuracy as well, such as the condition of the character, (a drunk character, for example, will have a significantly harder time using a crossbow) the condition of the crossbow, and the accuracy of the load (elven-fletched quarrels fly truer).

Be extremely careful when targeting enemy opponents. Errant crossbow shots are very unpredictable, and could easily strike a character in your party who is nearby.

The amount of damage a character can inflict with his crossbow is based on the crossbow type and condition and the amount of damage associated with the type of quarrel loaded.

STRATEGY TIP: You can view accuracy and damage information for each type of quarrel you possess by choosing a load and targeting an enemy. Information about your current load will appear in the message window. Repeat the process to view information on other loads. This should help you choose the best load for the current combat situation.

Defense Strategy

Choose this combat option when you feel the enemy is about to attack. The effect is to raise a character's Defense percentage, protecting the character from losing too many HealthStamina points. Another advantage of this option is that successfully parrying a blow will sometimes leave an opponent open for a melee attack on your next turn. The effectiveness of this attack will be slightly greater than normal.

Enemy Intelligence

With time, you will recognize many differences in enemy intelligence and motivation. For example, you will find that some of your opponents will attack recklessly, while others will be more cautious, stopping to rest before stepping back into the fray. A group of Moredhel who happen across your characters while on a routine patrol will be much more likely to retreat, once injured, than a Moredhel party assigned to protect a strategic pass through the mountains.

STRATEGY TIP: If you can determine which character in the enemy party is the leader, go after him first. If he is killed or chased away, the rest of his party will be much more likely to retreat.

Some enemy parties will include a leader, archers, and possibly a spellcaster or two. Spellcasters, in addition to casting offensive spells, are particularly dangerous because they can also use their powers to heal injured comrades.

Almost every opponent you will come across has a weakness of some kind. Find this weakness and exploit it. Many opponents will also be resistant to certain things. A giant spider, for example, will have a natural resistance to some poisons as they are substances manufactured by its own body.

Poison

Poison will affect characters much more severely during combat than when they are merely traveling.

Magic

Two kinds of magic exist on Midkemia: magic of the Greater Path and magic of the Lesser Path. Lesser Path magicians are the original human practitioners of the magic arts. Long before the Riftwar with Kelewan, when the Greater Path magic was brought to Midkemia, the forerunners of the Lesser Path began their explorations into the nature of the universe, especially into the nature of magic. These early magicians became tribal shaman, medicine men, and witches and warlocks.

As civilization rose, so did the estate of the Lesser Path, though never as quickly nor as high. Old superstitions die hard and the Lesser Path magicians became objects for distrust, fear and even active persecution. As a result, most modern Lesser Path magicians tend to be solitary creatures, rarely gathering in large social groups. Even those that live in cities tend to have few friends or acquaintances. The exception is at the Academy Of Magicians, a place where many who walk the Lesser Path have found fellowship in the brotherhood of magicians.

In general, the Lesser Path magician is seen as a person who is involved in the "craft" of magic while the Greater Path is seen as the path of scholars. This is partially incorrect, as those who follow the Lesser Path possess a great deal of knowledge about the nature of magic. But it is generally true that Lesser Path is a talent, while the Greater Path is associated with scholarship. Lesser Path magicians approach their education in a much more ritualistic manner than do those of the Greater Path.

At one time it was believed that Greater Path and Lesser Path powers could not be combined; but Pug, the most powerful magician in Midkemia, proved that it was possible to use the Lesser Path skills he had learned as a young magician on Midkemia, and the Greater Path skills he learned as an adult. Pug now teaches both Lesser and Greater Path magic at his academy at Stardock.

A Guide to Spells

The wilds of Midkemia are filled with dangerous and menacing foes. Sometimes your only defense is powerful magic. You can learn spells from other characters in the game or from scrolls that you buy or find. To learn a spell from a scroll, you must click on it with the left mouse button, then click on the **Use** button. The scroll will disappear. Following are **some** of the spells you may find at your disposal.

Flamecast

Creating a deadly ball of flame that travels from the caster to the enemy, the Flamecast spell is used only in combat. It causes damage to anyone within two steps of the target, if hit.

Skyfire

The Skyfire spell can only be cast on a character who has some sort of metal on his person: metal armor, a metal helmet, a metal sword, etc. It is delivered much like Flamecast, though it takes the form of a lightning bolt channeled from above.

Hocho's Haven

Hocho's Haven creates a surrounding wall of energy that will protect the target from receiving damage from any and all attacks. The wall disappears when its limit is exceeded.

Gift of Sung

Gift of Sung (Sung is the god of healing) can be cast on any party member **except** the caster. It facilitates a one to one health transference from the magic user to the recipient. The recipient can't exceed his health rating.

Grief of a Thousand Nights

Effective only on sentient creatures, this spell is used to immobilize single enemy targets. When cast on an enemy, the creature suddenly falls into a deep melancholy, lost in recollections of past sorrows. The victim will remain in place until the spell is overcome or wears off.

River Song

This spell summons a Rusalki who fights for the player. After combat she returns to her element.

The Unfortunate Flux

When cast on an enemy, the victim begins to sweat an amber-colored liquid.
Soon, elemental sprites appear and begin to consume the liquid and the victim along with it.

Stardusk

This spell allows the party to "see" in the darkness of night. It can **only** be used outside. Once cast, the scene appears as though it is daytime.

Invitation

Invitation is a strategic spell that draws the enemy into close range for combat. It is especially effective against enemy archers or spellcasters as they may be drawn too close to cast or shoot.

Final Rest

This spell must be cast on a dead Nighthawk or Black Slayer. This is a final blessing from Lims-Kragma that allows a humanoid creature to return to the Drawer of Nets. If it is not cast, and there are other Black Slayers in the immediate area, dead Nighthawks will become Black Slayers.

Locations

Entering Houses and Buildings

To attempt entry, click on a house or building with the left mouse button.

Entering Cities

Access larger cities on the map by approaching them. When the party gets close enough, a message will appear asking whether you want to actually enter it or not.

Should you choose to enter, a map view will be displayed as the party automatically follows the nearest road into the city. Upon arrival, the town will be displayed in the main view window. As you move the cursor over the town, you will see it change, indicating actions you can take and places you can go. For example, if you move the cursor over a particular building and the word "TAVERN" appears on the screen, you can left click to enter the tavern. The cursor might also change to a magnifying glass, which indicates things that can be examined more carefully by clicking with the left button.

Shops, Taverns and Inns

You can enter most shops, taverns and inns by left clicking on them.
When you move the cursor over a shop's interior, it may change to the words, "BUY/SELL." Clicking the left button will cause the shop's inventory to appear. To exit from this screen, move the cursor down to the shop description. When the cursor changes to the word "EXIT," press the left button. Some shops have "Repair" areas that may be clicked on. In such shops, the cursor will change to "REPAIR," giving you the option of repairing weapons or armor for a price.

Buying Items

When the inventory for a shop is displayed, the shop icon in the lower right corner of the screen will be highlighted, indicating that you are looking at the inventory for the shop. Purchase items by dragging them down to one of the character globes at the bottom of the screen. You will then have the option to purchase the item for the advertised price, exit without buying the item, or Haggle with the shopkeeper in an attempt to lower the price.

Gold sovereigns and silver royals are the primary methods of payment in Midkemia. Ten silver coins are roughly equivalent to one gold coin.
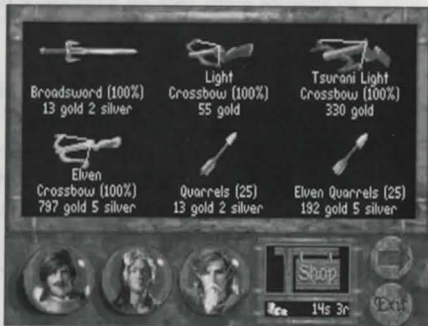
Selling Items

Sell an item by clicking on a character globe to view that character's inventory. Then, drag an object down to the shop icon in the lower right corner. A message will appear telling you how much the shopkeeper will offer for the item. You can sell the item for that price or exit without selling anything. Shopkeepers will offer less for damaged items. It may be useful to make a note of these locations. To return to the shop inventory where you can buy items, select the shop icon.

> FANCY SHELLS AND GEMSTONES CAN BE TRADED AND WILL GENERALLY BRING A GOOD PRICE IN SHOPS THAT DEAL IN SUCH ITEMS.

Temples

From here you will be able to teleport to other locations on the map, cure ailing characters, bless items in your inventory or speak with the priestesses or priests of the temple.

Teleport

Most of the temples in the game will have a special pattern on one wall. Upon entering a temple, the party will automatically make note of this special pattern to teleport back to the current temple from some other temple.

To teleport, move the cursor to the pattern, when the cursor changes to the word "Teleport" press the left mouse button. You will see the game map indicating your current location. If there are temples available for you to teleport to, they will be marked. As you move the cursor over other temples, the menu in the upper left corner will tell you its name and how much it will cost you to teleport there. Click the left mouse button to complete the operation.

Enter

This option allows you to enter the cloisters where you will have the following options:

Talk — Talk to the priests or priestesses of a temple.

Bless — Bless your armor and bladed weapons. When the Inventory screen appears, move the cursor over the item you want blessed. When the cursor changes into the shape of a hand, press the left button.

Cure — This option can be used to remove any conditions a character may be suffering from (i.e., poison), but it will not improve Health/Stamina points. A character who has been injured in battle cannot be cured if he has no specific condition (i.e., poison or plague).

A Guide to Locations

The land of Midkemia consists of a multitude of colorful and sometimes mysterious towns and landmarks. Following are **some** of the places you may encounter during your travels through Midkemia.

Krondor

Krondor is the traditional home of the heir apparent to the throne of the Kingdom of the Isles. Located beside the Bitter Sea, it is the capital of the Western Realm. Once a trading outpost in Keshian Bosania, it has a long and turbulent history as numerous princes and dukes have struggled for control of the city. During the time of the Riftwar, it was temporarily seized by Guy du Bas-Tyra at the command of mad King Rodric, but was later rightfully restored to the ConDoin line. It now is peacefully ruled by Prince Arutha and the Princess Anita.

Palace

Though built as a fortress to withstand attacks from both land and sea, visitors from foreign lands receive warm welcome from the royal family and their servants. Located within the main court of the palace are the enclosed sleeping quarters of the royal family and their servants, the throne room, a well-appointed banquet hall, a recently redecorated gymnasium and a minor shrine dedicated to each of Midkemia's gods.

Sewers

Also known as the Thieves' Highway, Krondor's labyrinthine sewer system extends for miles beneath the city of Krondor. The underground passages are completely controlled by the Mockers, a guild of thieves ruled by a mysterious figure known as the Upright Man.

Sarth

Tall, iron-banded wooden gates straddle the roadway. A stone wall a dozen feet high stretches around Sarth, which had once been a fortress. Around the ancient tower, a larger single-story keep building had been added as well as two outbuildings.

Sarth is maintained by the Brothers of Ishap, a religious order that worship the god Knowledge. People often travel to Sarth in search of the answer to a question that can be answered nowhere else. Long before the Brothers of Ishap found the keep, it was maintained by a Keshian robber-baron who was eventually assassinated by the local peasantry.

The Vaults

Located under the old keep at Sarth are large vaulted chambers with shelving along the walls and free-standing shelves in the center of the rooms. All shelves are packed with books. From the top of the hill to the lowest level there are over a thousand chambers housing thousands upon thousands of books. The vaults are tended by Brother Anthony and Brother Marc.

Romney

Not so much a town as a meeting place, Romney is a bustling hub of hawkers calling their wares. In every direction, carts, colorful tents and even more colorful characters fill the landscape. Travelers passing through often get caught up in the general carnival atmosphere that pervades the place.

Black Sheep Tavern

The Black Sheep Tavern is a two-story structure that also serves as an inn for the those coming off the dusty road. Its strange L-shape seems to indicate that an

addition has been made onto the original structure, thus enlarging it to accommodate the increasing numbers of people beginning to stream through the town. Inside it is a very standard tavern where one can acquire food and drink.

Fletcher's Post

Run by a sly-looking elven owner, the Fletcher's Post exclusively deals in exotic archer's goods, particularly elven arrows. The proprietor has been known to teach a few elven spells for a handful of gold.

Stardock Annex

The annex is really nothing more than simple sleeping quarters adapted into a tiny shop for the use of magicians visiting the Ishapian brothers. Rudimentary magical items such as, Rings of Prandur, healing salves, and scrolls, are available here.

Highcastle

Highcastle was easily overrun by the Moredhel in the Battle of Sethanon during the Great Rising. Since then, Prince Arutha has realized his weakness in the North and reinforced the fortifications there to discourage any further incursions into the Kingdom of the Isles. Highcastle is essentially a frontier fort town that guards Cutter's Gap.

Sar-Isbandia (Armengar)

Armengar was completely destroyed during Murmandamus' march to Sethanon. Only recently have the Moredhel returned to claim their "prize." Scavengers have erected small tents while others live in the burnt-out rubble. A faint smoke still drifts over the town, issued from the mouth of a hole where the keep once stood.

Temple of Eortis

Constructed on an island, the Temple of Eortis is a monument to the god of the sea constructed eons ago when Silden was only a simple fishing village.

White marble columns rise thirty feet into the air, supporting an equally heavy ornamented roof from which dolphin heads emerge in majestic poses. The temple is attended by the High Priestess of Eortis.

Sethanon

Once the site of a minor Barony, Sethanon has never been well defended and for this reason was destroyed in the infamous Battle of Sethanon. Now overgrown with weeds, it looks like a sad old ghost town, though a close look at it reveals signs of the battle that raged there. Once the battle was over, King Lyam decreed that the town should be abandoned as a memorial to those who fought and died there.

Lifestone Crater

The result of the eruption of the Lifestone at the end of the Great Rising, the Lifestone Crater looks like a huge lava flow. The mouth of the crater has a strange glow emanating from it.

Midkemia

(Map of Midkemia)

The Great Northern Mountains
Northlands
Sar-Sargoth
Caern
Raglam
Harlech
Wyke
Armengar
The Teeth of the World
Northmarden
Dencamp-on-the-Teeth
Elvandar
Highcastle
Wolfram
Kenting Rush
Caldara
Tyr-Sog
Yabon
Eldpoint
The Green Heart
The Grey Towers
LaMut
Loriel
Zûn
Cavall Keep
Prank's Stone
The Kingdom
Hawk's Hollow
Questor's View
Dimwood
Sloop
Romney
Sarth
Eggley
Sethanon
The Endless Sea
The Kingdom of Queg
Tanneurs
Lyton
Silden
Darkmoor
Sorcerer's Isle
Krondor
Malac's Cross
The Grey Range
The Kingdom Sea
The Bitter Sea
The Empire of Great Kesh

Quick Réference

Combat Screen

button	hotkey & description
	C — Cast a spell
	S — Shoot crossbow (Must have crossbow & quarrels)
	? — Display more quarrel types (if available)
	F — Retreat (or flee) from combat
	D — Attempt defense for one turn
	V — Assess (or view) an enemy opponent

button	hotkey & description
	R — Rest character for one turn
	Q — Turn on auto-combat mode
Exit	Resume control of combat from auto combat

Thrust		Swing
25	Damage	32
52%	Accuracy	37%
Left		Right

Left click to thrust
Right click to swing
(Must be next to enemy)

G — Turn combat Grid on/off

[Ctrl] Q — Quit game & return to main menu   au menu principal

Inventory Screen

button   *hotkey & description*

U
Use the selected item
(Some items can be used
by dragging to another item)

[Esc]
Exit inventory

More Info   **[Spacebar]**
Display
statistical information about an item

D
View party's keys

D
Drop selected items in
bag

D
Left click to display
objects for sale, or **drag**
items from a character's inventory to
sell them to a shopkeeper

Map Screen

button   *hotkey & description*

F
Display full map of
Midkemia

?
Return to the main travel
screen display

Page Up]
Zoom out, move further
from map for broader
view

[Page Down]
Zoom in, move closer to
ground for more detailed
look

Travel Screen

button   *hotkey & description*

R
Follow road
automatically

R
Stop automatic road
mode

C
Cast a spell

E
Encamp (rest)

?
Display overhead map

B
Save game to
BOOKMARK file (First
select a directory)

O
Access game options

Left click to "use"
objects, enter places
Right click to "examine"

General Buttons & Hotkeys

[Esc]   Escape or exit from some screens

[Ctrl] Esc   Quit to DOS prompt

↑
Move forward

←   →
Rotate Left   Rotate Right

↓
Move back

Button not currently available.

1   2   3
— for inventory

[Shift]-1   **[Shift]-2**   **[Shift]-3**
— for ratings, etc.

Left click to access current character's inventory

Right click to see character stats (Transfers may be made to adjacent characters)

Notes on Other Screens

Encamp Screen
Highlighted stone indicates time of day.
Left click stone to camp until that time.
Camp Until Healed — Party will rest until everyone reaches at least 80% of total Health/Stamina.

Spellcasting Screen
Left click symbol button to change spell groups.
Left click glyph to select a spell.
Left click stone (if necessary) to choose Health cost. (higher cost = greater power)

Puzzle Screen
Left click tumblers to spell out puzzle answer.

Stat Screen
Left click picture to view the next character's stats.
Right click picture to read background info about character.
Left click sword handle to "emphasize" or "deemphasize" learning a skill.

Keyboard Play

Betrayal at Krondor can also be played using your keyboard, although you may find that it is not possible to use some of the variable strength spells used later in the game. It is for this reason that we highly recommend that you use a mouse to play the game. Hold down the **[Alt]** key and move your cursor around the screen using either the arrows on the numeric keypad (**8** up, **2** down, **4** left, **6** right), or by using the four **directional arrows**. This mode emulates mouse functions, with the **5** or **0** keys being equivalent to a **left click**, and the **+** key working as a **right click**. You can also use the **[Enter]** key to emulate a **left mouse click** on some screens.

There is a second mode available by holding down the **[Ctrl]** key instead of **[Alt]**. The cursor will now jump from hotspot to hotspot in response to directional key presses.

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