The Great Northern Mountains

Northlands

Sar-Sargoth

Caern

Raglam

Harlech

Wyke

The Teeth of the World

Northwarden

Armengar

Dencamp-on-the-Teeth

Elvandar

Tyr-Sog

Highcastle

Kenting Rush

Caldara

Yabon

Wolfram

Eldpoint

Cavall Keep

The Grey Towers

Loriel

Prank's Stone

LaMut

The Green Heart

Zūn

The Kingdom

Hawk's Hollow

Questor's View

Dimwood

Sloop

Romney

Eggley

Sarth

Sethanon

The Endless Sea

Tanneurs

Lyton

Silden

The Kingdom of Queg

Darkmoor

Sorcerer's Isle

Malac's Cross

Krondor

The Grey Range

The Kingdom Sea

The Bitter Sea

The Empire of Great Kesh

Midkemia

Quick Reference

Combat Screen

button	hotkey & description
	C — Cast a spell
	S — Shoot crossbow (Must have crossbow & quarrels)
	M — 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

R — Rest character for one turn

A — 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

Inventory Screen

button	hotkey & description
	U — Use the selected item (Some items can be used by dragging to another item)
	Exit — [Esc] Exit inventory
	More Info — [Spacebar] Display statistical information about an item

D — View party's keys

D — Drop selected items in bag

Shop — **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
	M — Return to the main travel screen display
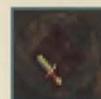
[Page Up] — Zoom out for broader view

[Page Down] — Zoom in for more detailed look

N — Align map North on/off

Travel Screen

button	hotkey & description
	R — Follow road automatically
	R — Stop automatic road mode
	C — Cast a spell
	E — Encamp (rest)

M — 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

Though we recommend using a mouse, *Betrayal at Krondor* can also be played using your keyboard. 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.
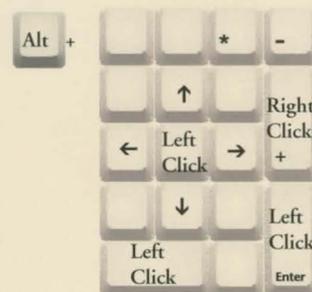
There is a second mode available by holding down the [Ctrl] key instead of [Alt]. The cursor will now jump from hotspot to hotspot in response to directional key presses.

Alt +

↑
← Left Click →
↓
Left Click

Right Click +

Left Click   Enter

↑
← ↓ →
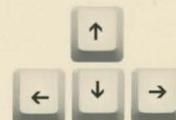
Installation

System Requirements

Diskette Version: Installing *Krondor* from diskette takes 15 MB of hard disk space (uncompressed). Each game session you save takes an additional 335,000 bytes.

CD Version: Depending on if you select **Partial Install** or **Full Install**, installing *Krondor* from CD takes 2.6 MB or 15 MB of hard disk space (uncompressed). Again, each game session you save takes an additional 335,000 bytes. See "Installing from CD," below.

Krondor requires at least 604,160 bytes of free conventional memory and 1,048,576 bytes of free *expanded* memory (EMS). Use the MS-DOS® MEM command to how your computer's memory is set up. (From DOS, type MEM and press [Enter]). "Largest executable program size" is your free conventional memory; "bytes free EMS" is your expanded memory. Consult your EMM and DOS software documentation for detailed information about optimizing system memory. If you have trouble freeing the necessary memory, try "Creating a Boot Disk" (see below). Additional tech help is available in the READ.ME file.

NOTE: Installation on slow machines or compressed drives can take up to an hour. Consider defragmenting the hard drive or using a disk cache to speed up your machine.

Installing from Diskette

These instructions call your floppy drive A:, and your hard drive C:. Substitute as needed for your system.

1. After booting your PC, insert *Krondor* Disk 1 into Drive A:.
2. Change to drive A: (Type A:).
3. Type INSTALL [Enter].
4. Follow the on-screen instructions.

Installing from CD

These instructions call your CD-ROM drive X:, and your hard drive C:. Substitute as needed for your system.

1. After booting your PC, insert the *Krondor* CD into drive X: (where X is your CD drive.)
2. Change to drive X: (Type X:).
3. Type INSTALL [Enter].
4. Follow the on-screen instructions for **Partial Install** or **Full Install. Full Install** takes 15 MB of hard disk space, but it allows you to play faster and without using the CD. (You must still use the CD to play the new CD music, however.) **Partial Install** will let you install *Krondor* using only 2.6 MB of hard disk space; however, it's slower, requires use of the CD, and does *not* allow you to play the new CD music.

Installing the *Krondor Hint Book* and *Raymond E. Feist Video* (CD Only)

As added features, the CD version of *Krondor* includes a *Windows*™ *Help* file of the complete *Betrayal at Krondor* Hint Book text, as well as an exclusive *MS Video for Windows* interview with Raymond E. Feist, the fantasy author who created Midkemia. To install them, you'll need *Windows 3.0* or later. *Krondor Hints* takes 725,000 bytes of hard disk space, and the *Video* player files for the interview take 1.3 MB space. (NOTE: If you already have *MS Video* or *Media Player* installed, you don't need to install the *Video* player files.)

1. Start *Windows*.
2. From Program Manager, choose **File/Run**.
3. To install *Krondor Hints*, type X:\HINTS\SETUP.EXE (where X is the letter of your CD-ROM drive.) To install the *Video* files, type X:\WINVIDEO\SETUP.EXE instead.
4. Choose OK.

To run Krondor Hints

Start Windows, locate and open the *Krondor Hints* Group, and double-click on the *Krondor Hints* icon.

To run the Feist Interview

Load the Krondor CD, open the *Windows File Manager*, and double-click on the file INTRVIEW.AVI in the CD's \INTRVIEW directory.

To run Betrayal at Krondor

1. Go to the \KRONDOR directory on your hard drive.
2. In the \KRONDOR directory, type KRONDOR [Enter].

Changing Preferences

The *Krondor* Install software automatically optimizes the game according your computer's speed, graphics, sound board, and input devices. You can change these settings anytime without re-installing the game.

1. Go to the \KRONDOR directory on your hard drive.
2. In the \KRONDOR directory, type INSTALL [Enter].
3. From the Installation Choices menu, select the option you wish to change.
4. Follow the on-screen instructions.

Boot Disk Instructions

If you're having trouble freeing up enough system memory to run *Krondor*, you can try making a Boot Disk. A Boot Disk lets you start your system without loading "background" programs that might be taking up memory the game needs.

The *Krondor* Install program can create a Boot Disk for you. You'll need a blank or formattable floppy disk for your A: drive before you start.

1. To start **Install**, follow the Changing Preferences instructions, above.
2. Select the option **Make a Bootable Floppy Disk**.
3. Follow the on-screen instructions.

assuming that the mouse drivers were located in the C:\MOUSE directory as shown in the step above. To copy the MOUSE.SYS file to the boot disk, type the following at the C:\ prompt: COPY C:\MOUSE\MOUSE.* A: [Enter]

Please substitute the appropriate path and file name for your mouse driver in the command line above. You should then see a message indicating that one or more files were copied.

3. Mouse Statements for the CONFIG.SYS & AUTOEXEC.BAT

The following are examples of statements that are required to be added to either the CONFIG.SYS or the AUTOEXEC.BAT for the automatic loading of the mouse driver. NOTE: Do not place a mouse statement in both the CONFIG.SYS and AUTOEXEC.BAT, only one option is required.

11. For the CD version only, insert the CD statement here.
12. Press the [F6] key, then press [Enter]. A "^Z" should appear and you should see the message: 1 File(s) copied.

Next create an AUTOEXEC.BAT file for your boot disk.

Create an Autoexec.bat file

For 386 or 486 Computers (For MS-DOS® 5.0 and above)

1. Type: COPY CON AUTOEXEC.BAT [Enter]
2. Type: PROMPT PG [Enter]
3. Type: PATH=C:\DOS [Enter]
4. If you are using the MOUSE.COM file to load your mouse, add the following line to the AUTOEXEC.BAT: LH MOUSE [Enter]
5. For the CD version only, insert the CD statement here.

When finished, re-boot your computer with the Boot Disk in the **A:** drive. The game should start up automatically. If it still won't load, you're going to have to customize the start-up files on the Boot Disk.

Customizing the Boot Disk

To create a custom Boot Disk, you can edit the CONFIG.SYS and the AUTOEXEC.BAT files on the **Install** Boot Disk, or create a new disk from scratch. You can edit these files using the DOS text editors Edlin or Edit, the Windows Notepad, or your preferred word processor in its text-only mode. NOTE: To create a new Boot Disk from scratch, you'll need a freshly formatted system diskette. (See your DOS manual for details on creating a system diskette.)

Mouse Drivers

If you will be using a mouse to play your Dynamix game, you must copy your mouse driver onto your boot disk. There are two types of mouse drivers available: MOUSE.SYS and MOUSE.COM. The following is a step by step instruction on locating and loading the mouse driver in either the CONFIG.SYS OR AUTOEXEC.BAT file.

1. Locating the Mouse Drivers

If you do not know where the MOUSE.SYS or MOUSE.COM files are located, the command below will assist you in the locating these files. For users of DOS 5.0 or above, type the following at the C:\> prompt: **DIR \MOUSE /S [Enter]**

This command will allow you to search all sub directories for a file called mouse. If the system locates a file called mouse, it will display the path where the mouse files are located. For instance, if the MOUSE.SYS file is located in a C:\MOUSE directory, the system will display a message like the following:
Directory of C:\MOUSE

MOUSE   SYS   55160   03-10-92 3:10a
MOUSE   COM   56408   03-10-93 6:00a

If the system does not locate a mouse, your mouse driver may have a different name or these files may not be currently installed on the system. Some other common names for mouse drivers are IMOUSE, GMOUSE, and HPMOUSE. The mouse driver files may also be copied directly from the floppy disk packaged with your mouse. For information on the proper name for your mouse, check the owners manual which came with your mouse.

2. Copying the Mouse Driver

Once you have located the mouse driver, you will need to copy it to the boot disk. In this step, we are

THE CONFIG.SYS FILE: (If MOUSE.SYS was copied to the boot disk) Type:
DEVICEHIGH=MOUSE.SYS

THE AUTOEXEC.BAT FILE: (If MOUSE.COM was copied to the boot disk) Type: **LH MOUSE**

Refer to your mouse manual for further information on how to install your mouse driver.

CD-ROM Statements for CONFIG.SYS & AUTOEXEC.BAT

If you are running *Krondor* from a CD, you'll need to include a CD-ROM statement in both the CONFIG.SYS and the AUTOEXEC.BAT files. Refer to your CD-ROM manual for your specific details.

The Boot Disk AUTOEXEC.BAT file needs an MSCDEX line. Depending on your CD-ROM type, it should look much like one of the following:
C:\DOS\MSCDEX /D:MSCD001
LH C:\DOS\MSCDEX /D:MSCD001

The Boot Disk CONFIG.SYS file needs a CD device driver line. Depending on your CD-ROM type, it should look much like one of the following:
DEVICE=C:\DRV\CDROMDRV.SYS /D:MSCD001 /P:220
DEVICEHIGH=C:\DRV\CDROMDRV.SYS /D:MSCD001 /P:220

Note that this CD ROM device name is the same that follows the "/D:" switch as the MSCDEX line in the AUTOEXEC.BAT file.

Create a Config.sys File

For 386 or 486 Computers (For MS-DOS® 5.0 and above)

1. Insert a formatted system disk into Drive A:
2. Type: **A: [Enter]**
3. Type: **COPY CON CONFIG.SYS [Enter]**
4. Type: **DEVICE=C:\DOS\HIMEM.SYS [Enter]**
5. Type: **DEVICE=C:\DOS\EMM386. EXE RAM 1024 [Enter]**
6. Type: **DOS=HIGH,UMB [Enter]**
7. Type: **FILES=30 [Enter]**
8. Type: **BUFFERS=30 [Enter]**
9. If you are using the MOUSE.SYS file to load your mouse, add the following line to the CONFIG.SYS:
    DEVICEHIGH=MOUSE.SYS [Enter]
10. IMPORTANT NOTE: If you are using MS-DOS® 6.0 with Doublespace disk compression, please add the command below to the CONFIG.SYS.
    DEVICEHIGH=C:\DOS\DBLSPACE.SYS [Enter]

6. Press the [**F6**] key, then press [**Enter**]. You should see the message: 1 File(s) copied.

IMPORTANT!! After you have created a boot disk, you must REBOOT your computer. Place the boot disk in drive A: and press [**Ctrl**]-[**Alt**]-[**Del**] at the same time. Your computer will now reboot, with A: as the default drive. Type C: [**Enter**] to change back to your hard disk. Then type **CD DYNAMIX [Enter]** to change to the Dynamix directory. Follow the instructions to start the game, and have a great time!

Boot disk instructions for other DOS formats are available for downloading from the Sierra BBS (U.S. 209-683-4463 or U.K. (44) 734 304227). The file below contains instructions for a variety of systems. After downloading this file, select the set of instructions that will match your system best.
BBS file name: BDALL.EXE

Trouble-Shooting Tips

If you have created a boot disk and booted your system with it before playing a Sierra or Dynamix game and still have problems, something else may be wrong. Following are some trouble-shooting recommendations from Sierra's Technical Support Department.

*   Boot your system with the boot disk you created.
*   Reinstall the game under a boot disk environment.
*   If you experience any form of program hesitation or lockups during game play and are using a Sound Blaster or compatible sound card, try the following temporary solution. For Sound Blaster or compatible sound card users, run the install procedure from the game sub-directory and select "Ad Lib" or "PC Internal Speaker" for music. Please Note: This temporary solution does not give you the option to hear sampled sounds or speech that may be available in your game. For a permanent solution to sound card problems call Technical Support at Sierra On-Line or your sound card manufacturer.
*   If you continue to encounter difficulties with your program, contact Sierra On-Line's Technical Support.

You may also call or fax Sierra Technical Support for assistance.
U.S. Tel: (206) 644-4343
      Fax: (209) 683-3633
U.K. Tel: (44)734 303171
      Fax: (44)734 303362

Getting Started

After the introduction, take a few steps forward (left click on the up arrow on the movement cursor, or use the up arrow on your keyboard) and left click on the dead Moredhel (Haseth) laying on the ground. When the inventory screen appears, move your cursor to the picklocks item and press and hold your left mouse button. Drag the item down to the crystal globe on the left (Seigneur Locklear) and release the button. Since there are several picklocks in the pouch, you have the option of distributing them as you see fit using the menu that appears in the inventory window; but for now go ahead and click on the **All** button at the top. Click on the same globe with your left button to display Locklear's inventory (his globe is highlighted)

you will see that he now has the set of picklocks. To "examine" the picklocks more closely click on them with your right button. (To transfer them back to Haseth, you would drag them to the body icon in the lower right portion of the screen.)

Now click on the body icon with the left button to retrieve the remaining packet of rations from Haseth's body. Drag them down to any character, but when the transfer menu comes up this time, select the SHARE WITH PARTY button to distribute the rations evenly amongst your party members. Left click on the **Exit** button to return to the travel screen and you're on your way. Good luck and Godspeed!

FINAL NOTES:
Don't be afraid to use weapons or armor designed for another race, the penalty is only about a three percent decrease in damage and accuracy.

Some items (i.e. Weedwalkers) will be used immediately when placed in a character's inventory. Others, like the herbal pack, will not function until you actually USE them. (NOTE: An herbal pack will last for 24 hours.) To know how to use an item pay close attention to the item descriptions (click on them with your right mouse button) and experiment!

It is easy to get disoriented when starting out. Be sure to keep an eye on your compass heading and use the FULL MAP option frequently. (The triangular party icon will tell you where you are in the world, and what direction you are heading.)