

RAYMOND E. FEIST'S

Return to Kronador™



SIERRA
STUDIOS



RAYMOND E. FEIST'S

Return
to
Kryndor™



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Game Play Introduction

Return to Krondor is, most of the time, a point and click game. Want to go somewhere? Point to your objective. Want to hit something? Put your cursor on your target. To make all this incredibly easy we've implemented a Smart Cursor.

The cursor is smart because it changes according to its location on the screen. Move your mouse to a place where you can move, and you'll get a **movement** symbol, move the mouse over to an enemy, and you'll get one of three **attack** icons. If the cursor gets tiny and useless, it's the game's way of telling you to try something else.

Moving on to the "click" end of things...

There are two buttons on your mouse. In general (cause there are always exceptions and special cases), the left button is your "action" button. You "click left" to move, to attack, to select an item, and pretty much anytime a "click" can act like a trigger.

"Right-Clicking" (usually) is something you do when you want to gather information. If you want to size up your opponent, right click on 'em. To check the ground for dropped items, you right click. If you want to assess an object you've picked up, right click on it. It's a good idea to do a lot of right clicking, especially since it's effectively free (no time penalties for right clicks).

That's it. You now know almost everything you need to play.

Installation

1. Start your computer up in Windows 95 or Windows 98.
2. Insert *Return to Krondor*, CD#1 into your CD-ROM drive.
3. Follow the on-screen instructions to install the game.

Quick Start

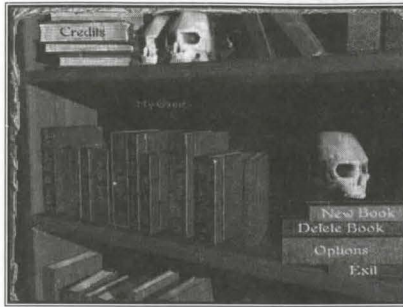
4. Start your computer up in Windows 95 or Windows 98.
5. Windows Screen: Insert *Return to Krondor*, CD #1 into your CD-ROM drive.*
6. Watch the opening sequence (killjoys can "click" to skip over it).
7. Bookshelf Screen (it looks like a bookshelf):
Select "New Book."
8. Book Screen (it looks like an open book):
Point and left click on the field below "Book Name," containing "Untitled." Type in a name for your book (like "Jimmy" or "MyGame").
Hit the "Return" key.
Click on the button.

**Note: If you have disabled AutoPlay, click on your "Start" button, select "Run," and Browse through your CD-Rom for the "Setup" file.*

Now it's okay to run off and play... Come back and read this boring stuff later!

Utility Screens

BOOKSHELF MENU



Books

Look at the Bookshelf, and you'll see a row of ten (10) upright books. These are the books that you create, and that you can use to keep track of your *Return to Krondor* games. Each time you create a book, another title will be added to this shelf. If more than one person is playing on the system, Books can represent different

players. Each Book can also be set up with different combination of game preferences. Each Book can contain many saved Pages (separate game positions).

Use the mouse to select one of the active books (they'll be outlined in red, with each title displayed above). When you find the one you want, left-click. This takes you to the Book Menu, where you can select a particular page in that book. The books are arranged alphabetically.

New Book

Select this to create a new book. If there is room on the shelf (remember, you can only have ten books!), you'll be taken to the Game Options Menu (see below), where you can enter the name of your new book, customized according to your preferences.

Delete Book

Be careful! Once a book is deleted, it may not be recovered! All the entries of a deleted book are lost, permanently!

Since you are only allowed ten books, this function allows you to "clear the shelf."

Options

Takes you to the System Options Menu. When you "Accept" or "Cancel" your choices in the Systems Options Menu, you'll be returned to the Bookshelf Menu.

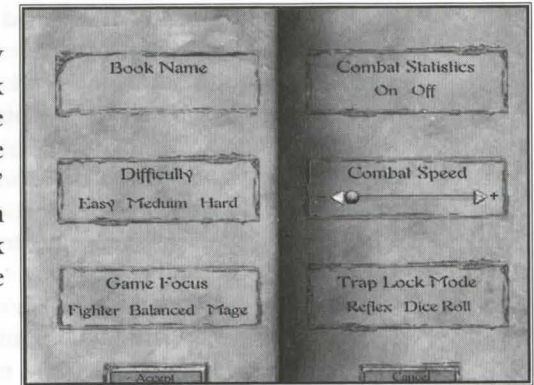
Exit

Turns off the game and returns the computer to Windows.

GAME OPTIONS MENU

Book Name

Enter the name of a new *Return to Krondor* book here. After entering the name, be sure to check the rest of the "Game Options." When you click on "Accept," the new book will be created with those options.



Difficulty

There are three settings available, **Easy**, **Medium** and **Hard**.

Easy games are games where your characters are a bit luckier (favored by the gods?), and where it's easier to advance all the characters. If you are inexperienced, or if you are more story-oriented, you might want to start with the Easy setting.

Medium games should provide a reasonable challenge for most players. The game will be difficult, but most players will eventually be able to complete the game. If you are an experienced computer role-player, or if you want to start off with the full range of challenges, you probably want to select Medium.

Hard games are, frankly, killers. You'll find the fates against you in nearly every combat, and advancing your character will be a constant struggle. On the other hand, if you want a real challenge, if you want to impress your buddies (if you want to impress us!), then opt for the Hard option.

Note: Once you set the Difficulty for a particular book, it can't be changed. If you want to play with a different Difficulty, you'll need to start a new book.

Game Focus

Return to Krondor was designed to be a good mix of combat and fighting, a game where the talents of Squire James and the new Court Mage, Jazhara, would be equally valued. However, there are players who would rather concentrate on the mystic arts. And players who just want to bash stuff. With Game Focus you've got your choice.

Fighter means the game will be oriented toward combat. Mages and Priests will find it more difficult to cast spells. This applies to both the good guys, and to the bad guys. The earlier parts of the game may be more challenging, but later on, when the group confronts evil Necromancers, a Fighter focused game may actually be a bit easier.

Balanced is the setting intended to be challenging, but also winnable, by the designers of *Return to Krondor*. The fighter characters and the spell-casting characters are equally important. If you don't have a strong preference, this is the recommended Game Focus.

Mage gives all the magic users (including the Priests), the upper hand in the game. Remember that this goes for both sides. While a Mage focus game may seem like a cake walk in the first few chapters, it can get tough when the players start facing off against even more powerful spell-casting opponents.

Note: Once you set the Game Focus for a particular book, it can't be changed. If you want to play with a different Game Focus, you'll have to create a new book with that setting.

Trap Lock Mode

One of the most innovative things about *Return to Krondor* is the new system for dealing with the thievish skills of Trap Detection, Disarming Traps, and Lock Picking. However, since the new system does require some push-button reflexes (you've got to learn to accurately press the mouse button), we've given you an alternative. Here are your choices:

Reflex is recommended. Players learn a set of tools and skills.

Dice Roll disables the Trap and Lock mechanism. Instead the computer rolls the dice, compares the result to the skill of the character (James), and to the difficulty of the problem. In other words, the trap will go off, or be deactivated, the lock will be picked, or stay locked, automatically.

Combat Statistics

How much do you care about numbers?

When it comes to this option, that's the most important question.

On means that some of the numbers of the game mechanics are displayed. For example, if James gets hit, a number will flash over his head, showing exactly how many points of dam-

age were inflicted. Later, he takes a potion of healing, and the number of points of healing are again displayed overhead. Also, in every combat, in the upper left corner of the screen, a couple of lines of text describe the current round, the current combatant, and the current "fate" condition (which side is currently lucky, or having good morale). Players interested in the details of the system, and those who like to keep track of numbers, should definitely select "Combat Statistics."

Off means none of this information is displayed. Since there are graphic displays of each character's health and spell strength, players can get a good "feel" for things are going without resorting to keeping track of the numbers. Recommended for those who want to feel more immersed in the game.

Combat Speed

This has nothing to do with how the game is played. You can set it all the way right, or all the way left, and it won't change what will happen, or how much of a challenge the game will be for the player.

Combat Speed affects the appearance of the game. In other words, how it will look to the player.

Fast (+) is on the right. The faster the Combat Speed setting, the faster characters will move from place to place on the screen (the speed of the actual combat moves stays the same). Each tiny movement of a character consists of a number of frames. A Fast setting skips over some of the frames. It won't look as good, but it allows for faster game play.

Slow (-) is on the left. Slower speeds allow for the movement of the characters to be complete and fluid. In other words, the slower the Combat Speed, the better *Return to Krondor* will look. Recommended for the first time player, for the most beautiful presentation.

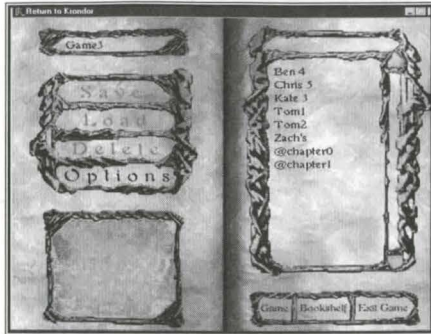
Accept

Applies whatever has been entered and returns to the Book Menu.

Cancel

Rejects the current settings, and returns to either the Bookshelf or Book Menu.

BOOK MENU



Think of this as the Table of Contents for the Book. This is where the different bookmarks or saved pages are displayed and manipulated. For each Book created by the player, there is a unique Book Menu.

While you only get ten Books, it is possible to save lots of different places, or Pages, in any of the Books.



Current Book (upper left display)

Displays the title of the Book that is currently open. To change the current book, go to the "Bookshelf" Menu.

Current Page (upper right display)

Displays one of the many "Pages" in the current "Book."

Save

Saves the current state of the game in the Current Page. This function will not work unless there is a player-defined Page listed in the Current Page. You can't Save if the Current Page is blank, or if it is one of the special chapter start pages (any Page starting with "@" such as @chapter0 for the start of the Prologue, or @chapter3 for the start of Chapter 3, etc.).

To save a new Page, click on the Current Page display, and enter a name for the new Page (something like "First Try," "PageOne," or "James0"). After typing in the new name, just hit Save.

Load

Loads the game position that was Saved in the Current Page.

Delete

Warning! If a Page is deleted, it is gone! Deleted Pages may not be recovered!

Delete removes the **Current Page** from the Current Book. Since you can save a lot of Pages, don't use Delete unless you are very sure you no longer need that Page.

Options

Switches to the Game Options Menu.

Page List

The long column on the right side of the Book Menu is the listing of all the Pages. Point and click with the mouse to move a Page into the Current Page display.

Game

If the Current Page has been Loaded, this returns the player to that place in the game.

Otherwise, if nothing new has been Loaded, this will take the player back to the point where they left the game.

Bookshelf

Returns to the Bookshelf Menu. Use this only if you want to change from one Book to another.

Exit Game

Stops the game and returns the computer to Windows.

SYSTEM OPTIONS MENU

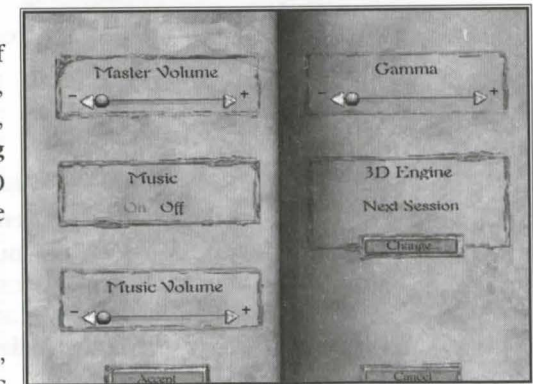
Master Volume

Controls the volume of all sound in the game, including special effects, voices and music. Moving toward "+" (the right) makes it louder, and vice versa.

Music On/Off

Like a movie soundtrack, there is atmospheric music everywhere in *Return to Krondor*.

On sets the music to play. **Off** turns off the background music.



Music Volume

Allows you to make the background music softer than other sounds in the game. If it is at the maximum setting, all the way to the right (“+”), and it is still too quiet, then increase the “Master Volume.”

Gamma

Works only with certain video cards! If your computer has the appropriate add-on video card, this control allows you to change the screen brightness. If this control is “grayed-out” then the video card isn’t detecting the appropriate video card.

3D Engine/Next Session

Works only with Direct3D compatible video cards! If your computer has a Direct3D compatible video card, then it is possible to switch from the True3D software rasterizer to the setting for your particular card.

Under the title, “3D Engine,” is the current setting. If you want to reset the configuration, then select from the menu under “Next Session,” and then click on the “Change” button.

You must restart your computer in order to switch to or from hardware graphics!

Accept

Changes all the settings to those being displayed. Shifts back to the previous screen.

Cancel

Shifts back to the previous screen without changing any of the System Options.

KRONDOR MENU

So long as the characters aren’t in combat, pressing the **Krondor** button brings up a menu with the following choices (from top to bottom): Book, Options, Journal, Party, Map, and Exit.

Not all choices are available at all times. Those that are grayed-out are not currently available.

Book

Switches to the **Book Menu**.

Options

Switches to the **System Options Menu**.

Journal

Switches to the **Journal Screen**. All the significant conversations are recorded. Just click on an entry to hear what was said earlier in the game.

Party

Switches to the **Resting Screen**, when possible. This option is not available until Chapter 3, and may be disabled depending on certain other conditions.

Map

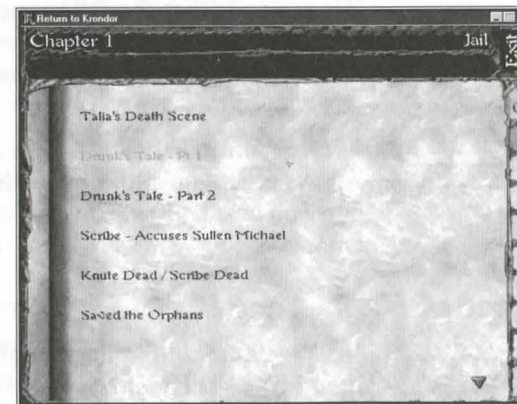
Switches to the **Map Screen**, if a map is available.

Exit

Three choices appear after clicking on **Exit**. First, you can save the game, and then exit to the Bookshelf Screen. Second, you can exit without saving. Third, just in case you’ve hit the Exit by accident, you can return to the game.

Journal Screen

Each time the characters have a conversation that contains an important clue (or maybe a not-so-important clue), there will be a reference to it in the Journal. Left clicking on an entry replays the spoken dialogue from that conversation. The entries in the Journal are in the sequence of your own encounters, so Journals in different Books and different Pages will look different.



Map Screen

At the beginning of the game, selecting **Map** from the **Krondor Menu** brings up a map of the City of Krondor. The current location of the characters will be highlighted. To select a different location, move the cursor around the map. A left click on a location immediately takes the characters to that location.

Not all of the areas of *Return to Krondor* contain maps, and some have maps that are considerably different. Keep in mind that you may only be able to move to adjacent areas in some maps.

Puzzle Screens

Yes, there are puzzles in *Return to Krondor*. Yes, they can be quite difficult. Sorry, you won't find any hints here in the instructions.

Game Controls

Almost, Just About, Nearly

UNIVERSAL KEY STROKES

We can't say that the following keys commands will work everywhere in the game. However, they do work most places, and they are definitely worth remembering.

Esc Key

Allows escape in a lot of situations. It is particularly useful when you want to skip over a conversation you've already memorized.

Pause Key

Usually found on the upper right part of the keyboard, the **Pause** key has been implemented to Pause the game. It works in most places, and especially in combat. One of the places it doesn't work is in the Attribute Screen, mostly because if you are in the Attribute Screen you've already got the game paused.

Alt-Tab

Hold down the **Alt** key, then press **Tab**. This flips the computer back to Windows and "minimizes" *Return to Krondor*. Click on the tab for the game and it returns to the game in its paused state.

OUT-OF-COMBAT SMART CURSORS

Null Cursor

Anytime the cursor changes into a small gold triangle, it signifies that no player movement or direct action is possible. *Right-click* on a character to bring up an **evaluate box**.

Movement Cursor

Signifies that the lead character can move to that spot. *Left-Click* for the lead character to walk to the indicated spot. *Ctrl key + Left-Click* for the lead character to run to the indicated spot.



Loot/Movement Cursor

This cursor only appears when there is a dropped object on the floor of the area, something that the characters can loot. *Left-Click* for the lead character to walk to the indicated spot. *Ctrl key + Left-Click* for the lead character to run to the indicated area. . . .*Right-Click* to pick up the dropped object ("Loot" the ground).



Hand Cursor

Indicates something that can be touched or manipulated, or even a door that can be entered. *Left-Click* in order to activate, access, or use.



Grayed Hand Cursor

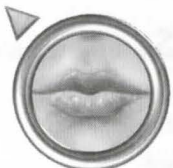
When a gray-colored hand appears it indicates that there is something to be manipulated, like a corpse that can be looted, but it's not possible to do it at that moment.





Eye Cursor

Appears over a player character. *Left-Click* shifts into the **Attribute Screen** of that character.



Mouth Cursor

The cursor indicates the possibility of a conversation. *Left-Click* triggers a conversation. *Right-Click* brings up the **Evaluate Box** for that character.

KEY STROKES OUT OF COMBAT

Right Arrow Key (Turn Right)

Turns the lead character (that's James in the first few chapters), to the right, or clockwise.

Left Arrow Key (Turn Left)

Turns the lead character to the left, or counter-clockwise.

Up Arrow Key (Move Forward)

Press this key to move the lead character forward. By combining the Right, Left and Up arrow keys it's possible to navigate through a lot of the game. This also gives somewhat finer control over movement in many cases.

Ctrl-Up. Hold down the *Ctrl* Key, then press the Up Arrow Key. Causes the character to run.

“**[**” (Cycle Camera View Forward) and

“**]**” (Cycle Camera View Backward)

Sometimes there are multiple cameras available out of combat (check to see if the “eye” shows up to the right of “Kronдор” on the main screen). By pressing “[” or “]” you can shift from one camera to another, getting different views on your characters and their situation.

IN-COMBAT SMART CURSORS

Null Cursor

Anytime the cursor changes into a small gold triangle, it signifies that no player movement or direct action is possible.

Right Click Null Cursor, if placed over an enemy, brings up the **evaluate box**.

Partial Movement Cursor

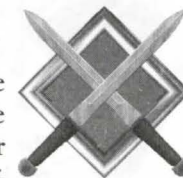
Appears as a floating disk on the floor, half blue and half red. If the character moves to that position it should still be possible to complete at least one strike. *Left Click Partial Movement Cursor* triggers the character to move to that position.

Full Movement Cursor

As above, but the circle is completely blue. If the character moves to this position it will take all, or most, of the rest of the turn, and no attack will be possible until next turn. *Left-Click Partial Movement Cursor* triggers the character to move to that position.

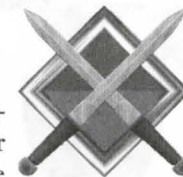
Beyond Attack Cursor

Crossed swords, with a red interior, shows up when the cursor is placed on an enemy currently out of range. Note that sometimes it is possible to maneuver a character close enough for a partial attack in spite of this out-of-range indicator. *Right-Click Beyond Attack Cursor* to bring up an **evaluate box** on that character.



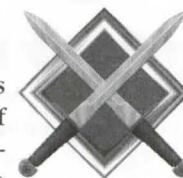
Partial Attack Cursor

Half red and half blue, will appear over one of the enemies in a combat. Either because the target is far away, or because the character has already expended some of the turn, only a partial attack will be possible (this depends on the number of attacks the character does per combat round). *Left Click Partial Attack Cursor* triggers the character to make the attack. *Right Click Partial Attack Cursor* to bring up an **evaluate box** on that character.



Full Attack Cursor

All blue. If it appears over an enemy character it means that the attacker will inflict the maximum number of strikes. *Left Click Full Attack Cursor* triggers the character to make the attack. *Right Click Full Attack Cursor* to bring up an **evaluate box** on that character.

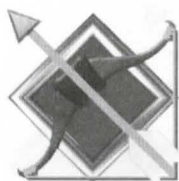


Beyond Longbow Cursor

A bow-and-arrow icon, filled totally with red. Shows that the target is out of bow range. *Right Click Beyond Longbow Cursor* to bring up an **evaluate box** on that character.

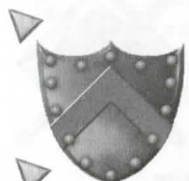
Partial Longbow Cursor

The bow-and-arrow icon, half red and half blue. When it appears on an enemy it indicates that the attacker can only make a partial attack. Usually this is because the attacker has already moved, or because the attacker has already fired an arrow. *Left Click Partial Longbow Cursor* triggers the character to fire arrows. *Right Click Partial Longbow Cursor* to bring up an **evaluate box** on that character.



Full Longbow Cursor

The bow-and-arrow icon, totally blue. This indicates that the attacker can launch a full bow attack on the target. *Left Click Full Longbow Cursor* triggers the attacker to shoot all remaining bow shots at the target. *Ctrl-Left Click Full Longbow Cursor* triggers to shoot only one arrow at the target. All remaining bow shots are saved, and the character has the opportunity to perform other actions in that combat round. *Right Click Full Longbow Cursor* to bring up an **evaluate box** on that character.



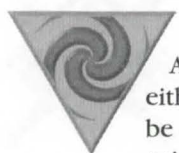
Invalid Shield Cursor

Appears as a shield with a red bar. Keep moving the cursor to find a valid defensive spot.



Shield Cursor

Appears as a shield with a blue bar and indicates a valid spot for Parry or Defense. *Left-Click Shield Cursor* triggers a Parry or Defense (depending on what the character currently has selected).

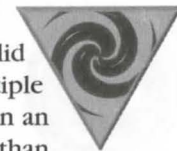


Invalid Spell-Casting Cursor

A triangle icon, filled with red, indicates that the target is either out of range, invalid (for example, helpful spells can't be cast on opponents), or out of line of sight for a mage or priest. *Right Click Invalid Spell-Casting Cursor* to bring up an **evaluate box** on that character.

Spell-Casting Cursor

The triangle icon, but filled with blue. Indicates a valid target for the spell. More advanced spells can affect multiple targets (all friendly/enemy characters, all the characters in an area, or entire battlefield). If the spell will affect more than one victim or target, then the number of possible candidates will be displayed. *Left-Click Spell-Casting Cursor* triggers the spell to be cast on the target. *Right Click Spell-Casting Cursor* to bring up an **evaluate box** on that character.



Area-Effect Spell-Casting Cursor

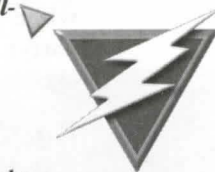
Some of the more powerful spells can have an impact over a wide area. When this happens, the cursor will display a huge white translucent disc. Caution! While some area of effect spells only harm enemies, it is also possible to do a lot of damage to your own characters. *Left-Click Area-Effect Spell-Casting Cursor* triggers a spell that covers that entire area.

Invalid Lightning Bolt Cursor



Lightning Bolt Cursor

Used only for lightning attack spells. *See Spell-Casting Cursor.*



Hand Cursor ("Loot Body")

Indicates that a body can be looted.

Left-Click Hand Cursor triggers a "Loot" of that body. Note that the character will give up that combat turn, and may be vulnerable to a "Parting Shot" from an enemy. *Right-Click Hand Cursor* brings up an **evaluate box** on that fallen enemy.



Grayed Hand Cursor

When a gray-colored hand appears it indicates that there is something to be manipulated, like a corpse that can be looted, but it's not possible to do it at that moment. *Right Click Hand Cursor* brings up an **evaluate box** on that fallen enemy.





Eye Cursor

Appears over party members. *Left-Click Eye Cursor* shifts into the Attribute Screen of that character. This is a “free” action and the character doesn’t lose any of their attack actions. *Right-Click Eye Cursor* shifts into the **Combat Options Box**.

HOT KEYS IN COMBAT

[“[” (Cycle Camera View Forward)

In many (although not all) combat scenes, it is possible to shift from one camera to another. In other words, you can get different views of the combat). If multiple cameras are available, there will be an “eye” next to the **Krondor button** at the bottom of the screen.

] “]” (Cycle Camera View Backward)

If there are just two cameras, then it doesn’t matter whether you use “[” or “]” (it just toggles between the two). However, when there are more than two cameras, you may be in a hurry to cycle between adjacent cameras (say, one camera gives a good view of James fighting in the front, while another reveals Jazhara’s place in the rear of the party). Basically, “[” will cycle in one direction, and “]” will cycle in the other.

Return Key (Stop Everything)

The character stops doing anything, and that character’s turn immediately ends.

A “A” Key (Attack)

The cursor changes to the Attack Cursor.

Shift-A (Attack Menu)

Brings up the menu, where the player can choose between Aggressive, Balanced or Conservative combat stance.

C “C” Key (Computer Control)

Don’t want to make a decision? Press this key and let the current character be moved by the computer. Note that there is no guarantee that it will be a good move. Turn over.

D “D” Key (Defend)

Switch the current character to a defensive stance. The cursor changes, and then it’s up to the player to select the location to defend.

Shift-D (Stand & Defend)

The current character switches to “Defend” in their current location. Turn over.

E “E” Key (Examine)

No matter where the cursor is, this brings up the “Attribute Screen” of the active character. The same as left-clicking on the character.

F “F” Key (Finish Movement)

Finishes the character’s movement.

G “G” Key (Guard)

Switches the active character to “Guard” stance. The cursor will change into the “Shield,” and it’s up to the player to pick a location to guard.

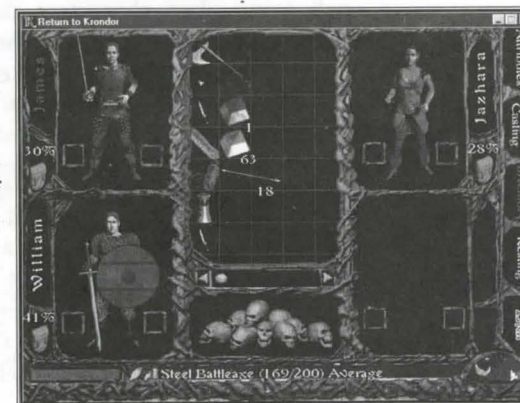
Shift-G (Stand & Guard)

The current character switches to “Guard” in their current location. Turn over.

I “I” Key

(Inventory)

Brings up the “Inventory Screen.” It is possible to “Exit” without losing the character’s turn, but only if no inventory items are selected.





M “M” Key (Menu: Combat)

Brings up the “Combat Menu.” This is the same menu that comes up with a right click on the active character.

P “P” Key (Pick-Up)

Just like doing “Search Ground.”

S “S” Key (Spell Cast)

If the character can cast the last spell used in combat, then that spell is loaded, and the cursor changes to the Spell-Casting Cursor. In other words, it can be a way to quickly repeat a spell-cast. If the system doesn’t remember a “Last Spell” (character has yet to cast any spells), or if the “Last Spell” can’t be cast (low on Spell Points?), then this brings up the “Magic Options Box.” Then the player can choose to select a different spell and Mages have the choice of “Quick Cast” or “Slow Cast,” and priests can chose “Faith Cast” or “Life Cast.”

Shift-S (Drop Weapon & Spell Cast)

This is a quick way to get rid of an active weapon and cast a spell (remember, characters can’t cast spells with their hands full). The weapon falls to the ground, and this brings up the “Spell-Casting Screen” for the character.

W “W” Key (Wait)

This allows the active character to wait for another character before doing something. The character’s turn is not lost (although an enemy may get a chance to attack), but only delayed until later in that combat round. Some good uses of “Wait” include waiting for an enemy to move and attack (let the opponent waste part of their turn moving), or waiting for a Mage or Priest to send off a disabling spell.

STEP-BY-STEP TUTORIAL:

A Beginner’s Guide

First, start up the game.

Keep your fingers off the mouse, and don’t touch anything just yet. Instead, take a good look at the screen. Oh yeah, and be sure to keep your ears open...

Now, there are three guys standing there. Two of them are dressed as some kind of Medieval guards. We want to pay attention to the one in the middle, the scruffy-looking one.

Meet James.

James, or Squire James, or Jimmy the Hand, is one of the most beloved characters in all the Raymond E. Feist novels. In *Return to Krondor*, James is your viewpoint character, the leader of your future band of adventurers, and... well... pretty important to the story.

So, let’s get to know James.

Start by moving the mouse. As you move your mouse, as the cursor moves around the screen, you’ll notice that the cursor itself changes. Sometimes it’s a little gold triangle, sometimes it’s a complex-looking blue circle, and sometimes it’s other things. We call this the “smart cursor.” That’s because it reacts to where it is placed on the screen. The image of the cursor tells us what we can do.

For starters, let’s try to get the cursor over one of the armored gentlemen, preferably the one on the right (that’s our right, as we look at the screen, not James’ right).

When the cursor is on the guard, and when it changes into something that looks like a mouth, try clicking on the mouse’s left button (the technical term is “left click”).

Suddenly things will start happening on their own. You’ve just triggered one of the “scripted” parts of the story. All you have to do is sit back, watch and listen...

There. Now you know a little more about James. You’ve

heard his voice, and you know that he is about in the city in the middle of the night for a reason.

Umm... What was that reason again?

Try moving the mouse over the guard again. Click again. Listen...

No, it wasn't the same conversation. If you really want to hear the first conversation again, you'll have to start up the game all over again (more on that later). For now, click on that guard one more time...

This time he repeated himself.

Which is a clue in itself. Anytime you get the same conversation more than once, you've reached a dead end. In order to advance the story (and playing this game is all about advancing the story), you need to do something else.

So, let's do something else.

First, let's see if we can hear that guard's speech for a third time, but not by clicking on the guard.

This time, we'll take a look at one of the game's utilities, the "Journal." Use the mouse, move it down to the "Kronador" button, and then do another left click.

At the top of the list is "Book," then "Options," and then "Journal." Left click on the journal.

This brings up something that looks like another book. It's the book of James' memories, with all the things he remembers. Right now there should be just one entry, so go ahead and left click on that entry. Listen...

Isn't it a relief to know *you don't have to remember every little detail?* While not all the dialogues will be recorded in the "Journal," it should always have enough hints to get you through the game. To get back to the game, left click on the word "Exit" (upper left hand corner of the "Journal")...

And here we are back with James and the guards. Let's find out a little more about James.

This time try moving the cursor around until it is centered on James himself. You'll know you've got it right when the cursor turns into the "Examination" mode; when it turns into an eye.

With the eye cursor on James, do another left click...

Attributes

This brings up the "Attributes Screen" for James; basically a bunch of numbers that describe James in terms of the game system. Let's take a look around.

James, his name is up there on the top left, along with his

handsome mug shot, his nationality ("Kronadorian," because he's a native of the City of Kronador), and **Thief** because... well, as Jimmy the Hand, James was one of the city's most skillful... um... thieves.

Right under "Thief" you'll find a little box where the label is **Level**, and the contents are "3." That means James is a 3rd level thief. Over on the right side of the screen are two more boxes relevant to James' level; **Experience** and **Next Level**. "Experience" is rewarded to James whenever he accomplishes something in the game. And when his "Experience" reaches the "Next Level," that's when James can go up a level (the number in "Next Level" is the amount that he will need to go from 3rd to 4th level).

Back to the picture of James. Under it are a couple of gold triangles, pointing away from each other. If you want to try clicking on them, go ahead. They don't do anything. Not just yet.

Going farther down, we see a series of five more boxes, labeled **Strength**, **Agility**, **Stamina**, **Reason** and **Charisma**. These are attributes, and the numbers apply to James. Obviously his best attribute is his Agility, rated at 146. That's one of the reasons why James is so good at his job (that "thief" thing again...), because a good Agility means James is quick, fast, and also pretty good with his hands.

Now look over to the upper right. **Weapon** tells us which weapon James is currently carrying, and the four boxes under the "Weapon" reveal how proficient James will be with the weapon.

Next step down brings us to two of the very most important numbers. First is **Health**. This tells us the amount of damage that James has suffered. Currently we see the numbers "34/34." This means that James has a maximum "Health" of 34, and that he still has his full 34 points of Health.

We'll ignore **Spellcasting**, as well as the **Paths**. Since James doesn't deal in the magical arts, all these items are at zero. So we move down to **Skills**. As you can see, there are quite a few. Which ones seem larger?

His best three are **Stealth** (50), **Pick Locks** (45) and **Disarm Traps** (40). All very useful skills for a thief. After those we have three that are all filled in with "30," all skills important to combat.

Bladed is the skill with most bladed weapons, at least of the one-handed sort (you'll notice that there is a separate skill for "Two-Handed"), including daggers, short swords, broadswords,

scimitars and (a favorite for James), rapiers.

Defense is the skill of defending yourself in combat.

Initiative, James' other "30" skill is also very useful in combat. It helps to determine who goes first in any combat (sometimes in *Return to Krondor* the first one to make a strike is the winner!). More about the other skills later.

For now take a look at the words that are printed sideways on the right edge of the screen; **Attributes**, **Spell Casting**, **Inventory**, **Resting**, and **Exit**.

Notice how the *Attributes* is printed in red? That means we are currently looking at the **Attributes Screen**, the place where we can look at a character's numbers.

Time to start up the mouse again. Move it over to "Inventory..."

Notice how a red outline appears around "Inventory?" Move the cursor, one at a time, over the other labels. If a red outline appears, it indicates a valid choice (something you can do). For example, no red outline around "Resting," and they'll be no resting for now...

Time to click. Move to the "Inventory" label. Then left click. Take a look...

Inventory

How is the "Inventory Screen" different from the "Attribute Screen?" A lot fewer numbers, for one thing. In fact, there is only one number on the entire screen. It's a percentile, in the same space as James' backpack. The reason the backpack and the percentile number go together is because the number represents a percentage of the total amount of weight that James can carry; his **Encumbrance**.

Leaving numbers aside, let's look at all the different objects. Again, we've got a picture of James, of James carrying a sword.

Left click on the sword.

If you've done it right, you can now drag the sword around.

Move the sword to the big area in the middle, the space we call James' "Inventory," then left click again.

Try moving the cursor over different items in the inventory. See how each item is described in the line on the bottom of the screen? That's the brief version of the information you have on each item in James' inventory.

Move the cursor back up to the sword again. This time, instead of doing a left click, *do a right click...* The text box that just appeared is called an **Assess Box**. Starting from the top you can read the name of the weapon (this is above the

first black area), the weapon's range of damage, the current quality of the weapon (current/maximum), the weight of the weapon, who can use the weapon, and then a brief description of the weapon.

Along the bottom of the "Assess Box" you should see four different button labels. **Assess**, which is used in discovering the properties of an unknown item, **Use**, an activation command, **Drop**, in case you want to drop the item on the ground (trash it!), and **Exit**, which returns you to the Inventory Screen.

Feel free to go around and right click on each of the items in the inventory, start with the potion bottle...

With the "Assess Box" of the "Poison Antidote," take a look at that bottom line of labels. "Assess" is still gray (because you already know what is in this potion bottle), and both the "Drop" and "Exit" are the same. The difference is that the label marked "Use" is active (not gray). That's because you could take the potion now, if you wanted. Of course, you don't want to do that right now, you want to wait until James is poisoned, since Antidotes are cures for poison.

Once you've brought up the "Assess Box" for all the different objects, turn your attention back to the figure of James. At this point James is totally without a weapon. That's a rather dangerous condition, especially after midnight. Still, let's not put the sword (or should we call it a "Rapier?") back as yet.

Instead, left click on a different weapon, on a dagger. Drag it over to James' hand, and left click again. Take a look at James...

See the dagger James is holding? The process of putting something on a character is called "equipping." Later in the game you'll be able to equip James with different weapons, with armor, with rings (they go in the little boxes to the right and left of James), and other things. If an item is on James' corner of the "Inventory Screen," then James is "equipped" with that item.

While James is equipped with the dagger, you want to take a quick peek back over on the "Attribute Screen" (just click on that "Attribute" label, over in the upper right corner), and check out how James is different. In fact, why don't you take a few minutes and switch back and forth, equipping James with the sword, the dagger, and with nothing at all, each time seeing how it affects his fighting scores...

Your next job in this beginner's introduction, is to get comfortable with the self-examination screens, both entering

and exiting. Click on the **Exit** label (lower right corner), and then pop back over to the "Attributes Screen" (again, by left clicking on James). Go back and forth a couple of times, checking out James' Attributes and Inventory...

Dropping

Next, let's try "Dropping" something. First, do a right click on something (the dagger), and then click on the "Drop" label. The items should be gone from your "Inventory Screen" (feel free to get rid of everything!).

Now hit that "Exit" label. Once again, you are back in the city (actually, you've never really left, but being in the Attributes and Inventory areas freezes the rest of the game). This time, when you move your cursor on the ground nearby, you may notice that the blue circle is a little different, that it has an eye in the middle of it (it may look like a dot, but if you look really closely, you'll see it is an eye).

This new kind of smart cursor is telling you that there are things lying around on the ground. In order to search the ground, just right click when that new cursor appears. This takes you straight to your **Inventory Screen**. Once there, you have access to two (2) different inventories, one for James, and the other for the ground.

Left click on the label that says "James" (or the backpack) for James' inventory. Left click on the **ground image** (the landscape with possessions), for the ground's inventory. In the ground's inventory, left click on one of the items. Then switch back to James's inventory...

See? The item is now restored to James' backpack.

Now is also a good time to check out James' **Encumbrance**. If you drop all his equipment, you'll see that little percentile number go down all the way to zero. As you drop and pick up different things, you'll get a sense of his total carrying capacity (which, by the way, depends on a character's combined attributes of Strength and Stamina). Check the weights of the different objects and you'll find you can start estimating just how much James can carry.

Take a few minutes to fool around. Before coming back to these instructions make sure you recover all your lost loot, as well as equipping James with his sword, then "Exit" back to the city...

Mouse Movement

Now that you are comfortable with your character, it's time to learn how to move around in the game.

First, try placing the cursor just a short distance from James, say, by the other end of the gate. Once you have the blue "Movement" Cursor placed, left click...

You should see James walking over to the point you selected. Use the cursor again, and have James come back. Before you start moving long distances, let's try a couple of other things. Place the **Movement** Cursor, again, just a short distance away. This time, before you left click, hold down the Ctrl key (right under the Shift key on your keyboard). If you did it right, James should have moved more quickly. Try it a few more times, over different distances...

Keyboard Movement

Take a good look at James.

Now find the "Right," "Left," and "Up" arrows on your keyboard. Get your fingers positioned so you can easily use these keys (you can put the mouse aside for now).

Watching James, tap on the "Right" arrow key...

See him turn?

Now try turning him the other way, by using the "Left" arrow key... Once you can turn James right and left, get him pointed toward some open area (not into a wall).

Now use the "Up" arrow key.

That's it! Start walking James around. Get comfortable. Try walking James to different places. Switch back and forth between keyboard and mouse movement. Sooner or later you're going to find...

Everything Changes...

Like a movie, the action of *Return to Krondor* is viewed through a number of "cameras." Each camera has a field of view. As James moves from place to place, he is also moving in and out of the viewpoints of different cameras. When you find one of these "scene switching cameras," try playing with it. Practice moving with both the mouse, and with the keyboard, and try to discover the boundaries for the cameras.

Time to Go Play!

By this point you should be familiar with the basics of both examining your character, and of moving around the world. Before you take off, here is a list of things you still need to learn, whenever you feel like learning them:

1. Use the Map. When you left click on the **Krondor but-**

ton (bottom left), it brings up a menu that includes a choice for "Map." In the Prologue (Chapter 0), this is a map of the City of Krondor. It also works by "pointing and clicking" the mouse, but it allows for movement all over the city.

2. Go through some Doors. Don't worry about going in the wrong door. As Squire James, on the business of Prince Arutha of Krondor, it is your duty to pursue your Lord's enemies. Yes, it's dangerous, and James will often be attacked, but the experience (and treasure!) will help build up the character.

3. Find the new Court Mage, **Jazhara**. Somewhere in Krondor, Jazhara is waiting for James. After the two characters meet, be sure to check up on the "Attribute Screens" and "Inventory Screens." Not only will you find out a lot about Jazhara, but you should also learn how to switch back and forth between different characters (hint: those two gold triangles under James' portrait in the "Attribute Screen").

COMBAT:



Surviving in Krondor

Don't panic!

Combat in *Return to Krondor* is "turn-based." When it's your opponent's turn, all you can do is wait. When it's your turn, you've got all the time in the world.

Combat is not based on your mouse speed, or how

fast you can slam the keyboard. Combat rewards those who are clever. So take your time.

Feel free to investigate (right click) everything in sight.

Turn Marker

How will you know you're in combat?

Aside from the music (yes, the beat definitely picks up when the characters are in danger!), and the sound of swords being drawn, the big sign is the glowing circles of color that appear around the characters.

"Green" is the color of a healthy character, while "Red" means a character is on the verge of death. Every color in between, including "yellow," is a sign of the character being somewhere

between full health, and near death. It's only a little different for mages and priests. The surrounding circle is the same, but those who use magic will also have an inner circle, colored "blue." As Spellcasting points are used up, the color doesn't change. Instead, the blue circle gets smaller and smaller, as the character runs out of Spellcasting points.



Evaluate Opponent

When you right click on an opponent, you'll pop up an "Evaluate Box." The information that gets displayed depends on the "Evaluate" skills of your characters, and it works slightly differently whether it is done in or out of combat.

Before combat, all the party members try to "Evaluate" at the same time. They only do it once (so you won't get anything new if you "Evaluate" more than once), but the results are the best from all the characters.

In combat, "Evaluate" is done by the individual characters. All characters attempt to learn the true identity and level of the enemy, but only fighters and thieves can figure out combat skills, and only mages and priests can figure out magical abilities. Information is always shared between characters (once you learn something, once a new piece of information gets added to the "Evaluate Box," it remains until the combat is over).

The other important thing about in combat "Evaluate" is that each character gets a new chance of sizing up the enemy each time they get a turn. So, for example, if the last line says "Magic Unknown," Jazhara gets another chance to figure it out every time the circle appears around her. Bottom line, it's a good idea to "Evaluate" as often as possible

Set Character Facing

At the same time you set up a character's move, either full move or half move, it's possible to set up how the character will be facing. When the movement disc is in place, hold down the left button of the mouse. Then, without letting go of that left button, move the mouse around. A gold pointer will start to circle inside the movement cursor. When the left button is released, the character will move to that spot, and

then face the desired direction. If you change your mind about the position, press the "Esc" key while still pushing down the left button, and you'll be free to move again.

No Retreat, No Surrender

Once you get into a combat, there are only two ways out. You can win, which usually means you kill all your enemies (there are a handful of times when you only have to drive your opponents away). The other choice is not so pleasant; death. Even moving around in combat can be deadly. That's because each character has a chance at a Parting Shot. In other words, if two characters are fighting, and if one tries to move away, the other one gets a free hit (ouch!).

INITIATIVE AND DEFENSE

Think of combat as a three step process. There's a skill for each of the three steps.

First, well... Who goes first?

Initiative Skill. Who goes first in combat is partly up to luck, but it also depends on each character's "Initiative." Not only is this important for the front-line troops, so they can get in the first strike, but it's also important for those who want the opportunity to back away.

Secondly, the **Attack Skill** determines whether or not a hit is successful. Attack skills are either "Brawling," or one of the weapon skills. We'll get to that in a few lines...

Third, the skill that determines how well a character can avoid getting hit.

Defense Skill. Ducking, dodging, and generally knowing how to avoid getting hurt in combat. Works all the time, no matter what weapon the character uses. Since all characters need to defend themselves, "Defense" is important to everyone in the party.

WEAPON SKILLS

Weapon skill determines two things.

First, it contributes directly to the character's "Attack Value." The larger the skill, the greater the chance of a successful attack.

Second, it determines how many times the character can use the weapon in a single melee round. For example, initially William only gets one attack per combat round with a Greatsword, but the number of attacks can go up if the "Two-Handed" skill is increased enough.

Brawling (All) - *Fighting without Weapons*

This is the character's effectiveness in unarmed combat. Anytime a character tries to attack, without using a weapon, their success is determined by their "Brawling" skill. Hint: Mages and Priests must cast spells bare-handed, which means they often end up fighting without a weapon.

Bladed (All but Priests) - *Daggers, Broadswords, Rapiers, Scimitars, & Short Swords*

Covers all daggers and all swords except for the big, two-handed, variety. A very important skill for James. Note: Mages cannot use Swords, only Daggers.

Blunt (All) - *Clubs & Maces*

This is skill with clubs and maces. Since Priests are prohibited from using bladed or edged weapons, this is one of Solon's more important skills.

Axe (Fighters) - *Battleaxes*

The battleaxe is a weapon with a lot of power.

Two-Handed (All) - *Greatswords, Quarterstaves & Warhammers*

For a Mage (such as Jazhara) this is her skill with a Quarterstaff. Priests can use Quarterstaves or Warhammers. While Warriors and Thieves can use any of these three weapon types. These weapons have the advantage of delivering lots of damage, but with the drawback of (initially) delivering only one attack per combat round.

Bow (Fighters & Thieves) - *Longbows*

The skill necessary to become accurate with a longbow. Hint: Longbows are very effective at longer ranges.

Shield (Fighters & Thieves) - *Shields*

This isn't actually a weapon, but more of a moving piece of armor. Still, using a shield in combination with another (one-handed) weapon can be pretty effective.

ENCUMBRANCE

The more stuff a character lugs around, the greater the **Encumbrance**. There are three kinds of penalties for being overweight.

First, there are penalties in combat. Expect to be crippled attacking, defending and parrying.

Second, characters just can't move as far if they are carrying too much.

Third, once a character has reached the maximum amount, they won't be able to carry any more.

As a good rule of thumb, avoid getting in combat with any "Encumbrance" over 75%.

FATE & THE STATE OF BATTLE

In combat there are two kinds of randomness. The first is individual. In other words, each character can be lucky, or unlucky, with every swing of a sword. That's fine, as far as it goes, but it doesn't really simulate the kind of randomness that comes in a battle situation, where one group is facing off against another group. Think of it like a sporting event, sometimes one side is lucky and motivated, which the other side is discouraged and missing all their shots.

Fate, in *Return to Krondor* is designed to simulate the swing of luck from one side to another.

At the beginning of every combat round the computer determines the **Fate**. It could mean that one side or another gets an extra attack that round ("Flurry"), or a bit of extra healing ("Refreshed"), or even have an improved chance of doing double damage ("Press").

Whenever "Combat Statistics" are turned on (see "Game Options"), the **Fate** of the current round will be displayed in the upper left of the screen.

One other thing. When you set a Book for "Easy," "Medium" or "Hard," it changes the odds for different **Fate** conditions.

DAMAGE & HEALING

Characters can take damage by losing their Health. Check the "Attribute Screen" for each character to determine each individual's current condition. Here are some of the ways a

character can get healed:

1. Take a Potion. Of course, it's best to take a "Potion of Healing - Weak," or "Potion of Healing - Strong." You can also try taking an "Unassessed Potion," in the hope that it will cure instead of kill.

2. Go to the Temple of Prandur and ask the Priest for healing.

3. Rest. This isn't an option at the beginning of the game. Later on the party can go to the "Resting Screen," and advance the sundial. Characters can restore Health and Spellcasting points by resting.

4. Solon, a Priest who becomes a member of the party, will be able to perform healing later in the game.

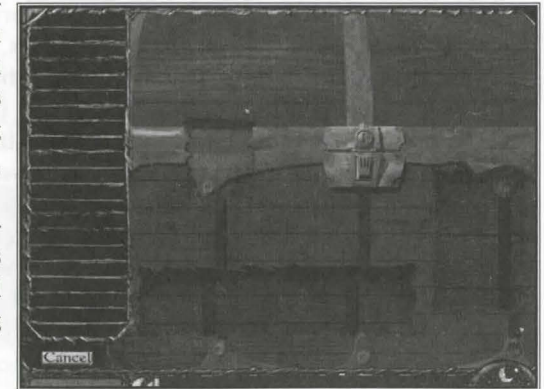
5. Certain magical artifacts may confer different kinds of healing.

In addition to simple damage, there are other kinds of problems that characters can encounter. For example, if a character is poisoned, they'll keep taking damage until the poison is neutralized with an "Antidote," or by some other means.

TRAPS & LOCKS

Scattered throughout *Return to Krondor* are a variety of locked and trapped containers. Everything from treasure chests to prison doors. Fortunately, James is an expert at detecting traps, at disarming traps, and at picking locks.

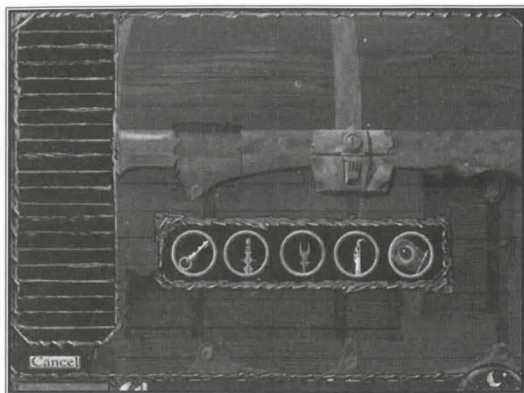
When you finally confront one of the game's locked containers, it will probably look something like this.



Thief's Tools

Your first step is to bring up your set of Thief's Tools. Move the cursor around the screen. When the "Hand Cursor" appears, *left-click* to bring up the tools. Here is how the whole set looks.

Starting from the right, there are five tools; **Probe**, **Ratchet**,



Cutter, Lever, and Lock Pick.

The tool to select first is the one on the far right, the “Probe,” the one with the picture of the eye. This is the tool you use to find out if the container is trapped, and to identify the nature and mechanism of the traps. Note that if there is no trap, then the only tool that can be

selected is the **Lock Pick**.

Click on the **Probe**. The rest of the tools disappear, and your cursor now looks like the probe.

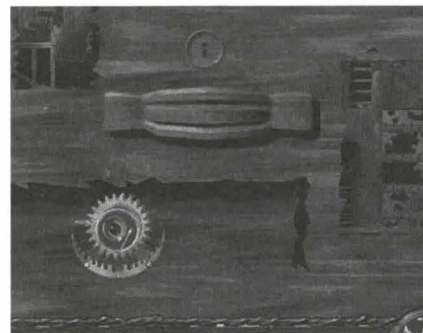
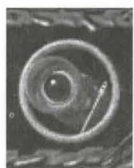
If you look carefully, you’ll see there are three small depressions in the object. One in the upper left, which is always the “Trigger.” One along the right, which is the trap’s main “Mechanism.” And, finally, along the bottom, the “Delivery.” The first step in trap disabling is to figure out its workings. You do it by using the **Probe** on all three areas.

Ready? Position the **Probe** over one of the three areas.

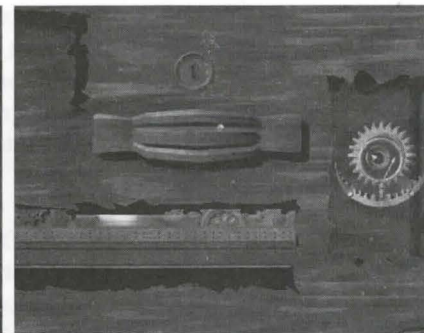
*Warning! When you left click on the **Probe** things are going to happen pretty quickly.* A mechanical-looking device, something like a watch spring, will appear in place of the **Probe**. As soon as it appears, a small dial will start turning. You want to left click again, but timing your click so the moving pointer stops as close to pointing “straight down” as possible, as close to the center of the lower metal parts, in the center of the “gold” region, as possible.

Do not move your mouse! Since the cursor must be in the very center of the control device, don’t move the mouse around at all. Just “click,” and then prepare to “click” again, when the time is right.

As you try different tools on different parts of different traps, your results will be recorded. Look at the column of lines along the right side of the screen. Once a particular type of trap has been encountered, you can point at it to bring up a list of the three different parts (from top to bottom). After that trap has been successfully deactivated (all three parts), then pictures of the best tools you’ve used will show up next to each of the trap components. Not necessarily the absolute best tool, just the best one you’ve used in the game so far.



Failure

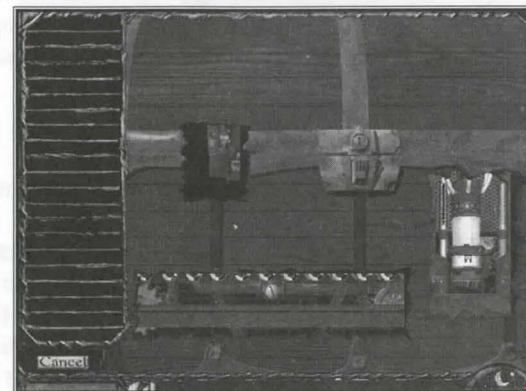


Success

If you succeed, if you manage to stop the pointer so that it ends up anywhere inside the metal region, then part of the trap will be revealed.

If you stop the pointer completely outside the boundary of the “safe” region, then there is a chance that the trap will go off (resulting in injury or poison to James, or to the whole player party).

Once you’ve attempted to uncover all three pieces of the trap, the next step is to work on making it harmless. There are three different tools useful for deactivating traps:



Lever Tool



Cutter Tool



Ratchet Tool



All the tools work in the same way as the “Probe.” In each case you need to left click on one of the three parts of the trap, and then select a tool by left clicking on your selection. As with the “Probe,” the dial mechanism will appear, and you’ll need to use the mouse button to stop the dial at just the right time.

What makes this process particularly interesting is that each of the tools (from left to right), the **Lever**, the **Cutter**, and the **Ratchet**, has different properties. Yes, you can use any tool to disable any part of any trap. It's just that the **margin of safety** is different for each tool, depending on the mechanism to be stopped.

If you pick the right tool, the metal region will be pretty wide (up to half a circle), and the "gold" success region will be comfortably large. Pick the wrong tool for a particular job and you still have a chance of success, but the metal area could be very small, and the "gold" area could be just one "notch."

Completely deactivating a trap requires disarming all three parts of the trap. If you are successful you'll see a small change, and even hear the part being freed.

When you finally have deactivated all three sections, or if the trap was triggered (once a trap has sprung, you might as well go ahead and get into the container) it's time to use the tool on the left end of your toolkit; the "Lock Pick." Select it, then position it over the lock.



Lock Pick Tool

If you successfully stop the pointer in the gold section, you'll be given access to the contents of the container (you'll be switched over to the Inventory Screen and allowed to loot).

Magic

"Anyone who employs magic must have a focus for the power he uses. Priests have power to focus their magic through prayer; their incantations are a form of prayer. Magicians use their bodies, or devices, or books and scrolls."

- Master Magician Pug, Magician: The Author's Preferred Edition

Available Spells

Spells available depend on how far the mage or priest is advanced in that pathway of magic. Right click on the listing for any spell to get a complete description of its cost and

effects. In order to get higher level spells, put "Advancement Points" into a particular "Path" of magic.

CASTING SPELLS

The Mage's Choice: Quick Cast vs. Slow Cast

There are two ways a Mage can cast a spell.

Quick Cast happens instantly, during one combat turn. However, Quick Cast spells may, or may not, succeed. Sometimes, especially when the character is low level, the spell will fizzle (visually, it will seem as if the spell falls down before reaching the target).

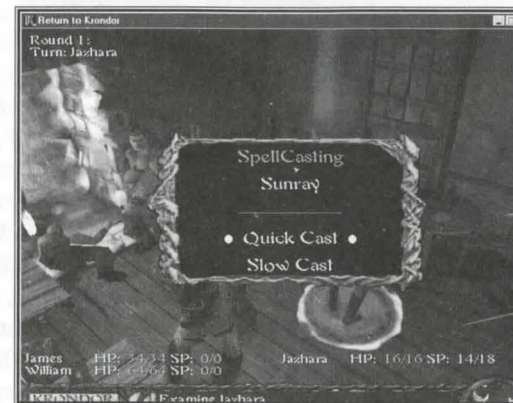
Slow Cast spells always succeed! The disadvantage

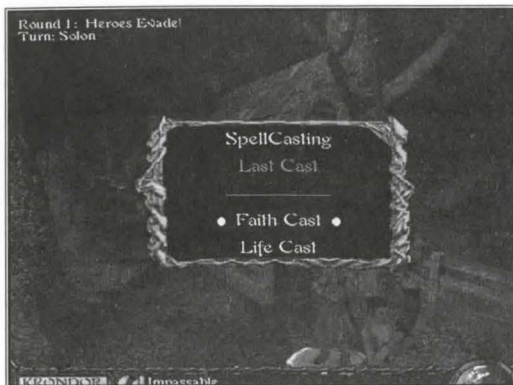
is that Slow Casting takes two (2) turns in combat. On the first round the spell is invoked and targeted, but the spell doesn't actually launch until the next round of combat. If the Mage is attacked between invoking and launching the spell, the spell is ruined (and the Spellcasting Points are lost!). From a tactical point of view, Slow Cast is often the better choice. Because it costs less total points, and because combat can be completed more quickly. However, defending a Slow Casting Mage is a matter of (1) placing the other characters properly, (2) using the "Guard" combat option in the right way, and (3) evaluating the distance between the player characters and their enemies.

The Priest's Choice: Faith Cast vs. Life Cast

Unlike Mages, Priests don't have to worry about the chance of a spell failure. Nor do they ever have to take more than a single combat round for casting.

However, Priests do have a choice when it comes to the source of the energy for the spell.





Faith Cast is what most Priests use, most of the time. With Faith Cast, the Priest draws on the points listed under “Spellcasting” (although the energy used by Priests and Mages are very different, they are described by the same names on the “Attribute Screen” and they are restored by the same potions).



Life Cast is the last recourse of a desperate Priest. Lacking the energy conferred by their deity (Spellcasting Points), the Priest draws energy directly from their own bodies. In the game this means the Priest loses Health Points. A Priest loses four times as many Health as Spellcasting with Life Cast.

If the Priest selects Faith Cast, they’ll only be able to cast spells until Spellcasting is exhausted.

If the Priest selects Life Cast, then spells will be cast from Spellcasting, until Spellcasting runs out, but continue casting spells, drawing the energy from Health.

In other words, the Life Cast option allows the character to continue casting spells, after Spellcasting is gone, taking the risk that the combination of spell casting and combat damage won’t drain (kill) the character altogether.

Spell-Casting Artifacts: Scrolls, Staffs & Amulets

Throughout the game there are many different kinds of magical items. Some, like Scrolls, can be automatically “Assessed” by any Mage or Priest. Others may be far more mysterious in their hidden powers.

Casting Spells Outside of Combat

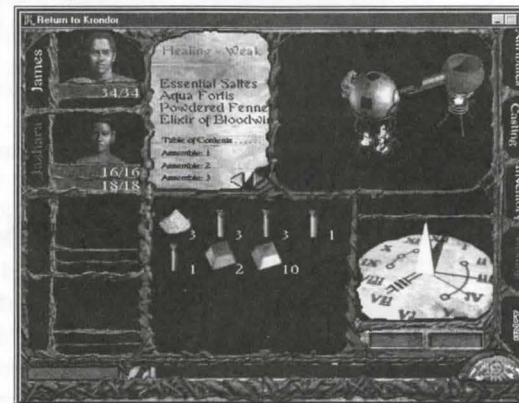
Only some of the Priest’s healing spells, and the Mage’s “Know the Hidden” (magically assessing an item) and “Trollish Blood” (a form of magical healing), can be used outside of combat. Once cast, either a character is selected for healing (along the right side of the Spellcasting Screen), or an item is selected for repair (in the Inventory Screen).

ALCHEMY

Mage characters can do more than cast spells and use magical items. They can also mix up their own potions.

Alchemy Instructions

1. While a complete set of Alchemy apparatus is not required, all the equipment for the desired potion must be present.
2. All potions require one part “Essential Saltes.”
3. All potions require either “Aqua Fortis” (needed for “Weak” potions) or “Aqua Regia” (needed for “Strong” potions).
4. In addition to “Essential Saltes” and one of the “Aqua” formulas, either two or three other ingredients are needed.
5. If a potion requires a metal (“True Copper,” “True Iron,” etc.), it will only need one metal.
6. If a potion requires another liquid (other than “Aqua Fortis” or “Aqua Regia”), then it will be either “Elixir of Bloodwine,” “Essence of Ergot,” or “Tincture of Vitriol,” but no more than one.



7. If a potion requires a powder (such as “Powdered Fennel” or “Fire Lotus Dust”), then only one powder will be needed.



8. The order in which ingredients are added is not important.

9. After all the ingredients are added, the potion must be “brewed.” Do this by advancing the Sundial (see the lower right corner), at least four hours (if it’s currently half-past three, advance all the way to eight o’clock).

Brewing from the Book

Page through the Alchemy Book, select a potion, and the process of brewing is standardized. In other words, there is no chance of failure. Of course, only the potions that can be created are those listed in the book. The only way of adding new Alchemy Book potions is by finding scrolls containing additional recipes (just click on “Use” for any recipe scroll and it will be added to the Alchemy Book).

If enough ingredients are available, it's also possible to brew up one (1), two (2) or three (3) identical potions (see the buttons on the Alchemy Book).

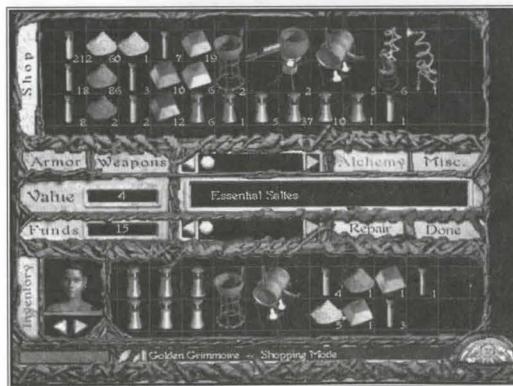
Free Experimental Brewing

When Alchemy is performed "freestyle," it means that the character is experimenting. Two things are required for a successful "freestyle" brew. First, the proper ingredients must be put in the mix (it doesn't take much guessing to figure out how to make a "Strong" version of something, if you already know the recipe for the "Weak" version).

After the ingredients have been combined, there is a chance that the "freestyle" brewing will go wrong. A character with a strong Alchemy Skill, and a recipe to follow, has a good chance of succeeding.

Other than failing to brew a useful potion, there is also the chance of a "catastrophic" failure. In which case one, or even all, of the pieces of Alchemy apparatus could be destroyed.

SHOPPING IN KRONDOR



Throughout Krondor you'll find different shops. Some are small stores selling just a few necessities, others have more extensive selections, and a few cater to specific professions.

Gold & Gems

The basic unit of currency is the gold piece, and most objects are evaluated according to their weight in

"Gold." To avoid carrying around massive amounts of gold, there are also emeralds and diamonds that can be used for currency.

Small emeralds are worth 50 Gold

Small diamonds 100 Gold

Large emeralds 500 Gold

Large diamonds 1,000 Gold.



Funds

The shop does not keep track of each character's individual money. Instead, whenever the party enters a shop, all their Gold and gemstones are lumped together and displayed on the "Shopping Screen" as "Funds."

Every time the group leaves the shop, the gold is automatically split up into Gold and gemstones, and split up evenly among the party members.

Value

Every object has a specific "Value" in Gold. While in a shop, move the cursor over different objects, and you'll see their different values. The "Value" for a particular item is always the same, in every shop. Note that this is not necessarily the selling price, and not the amount a shop may offer to pay.

Browsing

There are four categories of items that can be displayed in the shops, "Armor," "Weapons," "Alchemy" and "Misc." Click one of the four, and that class of item will be displayed both above (the shop's inventory), and below (the character's inventory).

On the bottom half of the screen are the inventories for your characters. When James appears, and "Weapons" are selected on the upper screen, all of James' weapons will be displayed. Switch to Jazhara, and to "Alchemy," and you can see all of her alchemical equipment and supplies.

Buying & Selling

Buying is as simple as clicking on the object you want, and dragging it from the shop's screen down to the character's screen. After you make your selection, you'll either be given the choice of making the purchase (at a price that may be quite different than the object's listed "Value"), or told that you don't have enough money.

If you want to sell something, click on the object, then drag it up to the shop's screen. You'll either get an offer (which could be more or less than its "Value"), or be told that the shop doesn't deal in that item.

Each shop is different. Some have discounts on certain items. Others may charge considerably more. Plus, every shop is looking to make a profit, which means they want to sell high and buy low. Another factor is the wealth of the

store's owner. A rich store can afford to pay very large prices for valuable artifacts. Poorer shops, such as those in the countryside, may still want to deal in valuable items, but they just don't have the cash to either buy or sell the item for anywhere near their true value.

Repairs

All shops will repair damaged weapons and armor. When you click on the "Repair" button you'll get the "Repair Cursor." When you click on an item that needs repairing, the shop will respond with a "Repair Box" that states the price for fixing that item.

Repair prices vary according to the quality of an item. It's relatively cheap to fix a "Poor" dagger (from 82/100 to 100/100 Quality). Paying for repairs to a "Excellent" piece of armor (say, from 382/400 to 400/400) will cost a lot more.

If you want to switch back from repairs to shopping, click on the "Shop" button.

Assessing

The bad news is that shops don't offer an "Assessed" service for checking out your mysterious items. However, there are two ways of getting item information in a shop.

First, you can simply sell the item, then buy it back, and when it comes back to you it will be "Assessed." If the item is inexpensive, that's a cheap and easy way to do an "Assess."

However, you can get a certain amount of information for free. In the shop, when you put your cursor over an unassessed item, you can check out the "Value" of that item. Also, the price that the merchant offers, even if you reject the price, can tell you a bit more about the item.

EXPERIENCE & ADVANCEMENT

In *Return to Krondor* James starts out as a 3rd level Thief, Jazhara as a 2nd level Mage, and William as a 3rd level Warrior. While that makes the characters powerful enough for dealing with the threats in the first two chapters, they will definitely need to continually improve themselves if they are to succeed at the greater goals of the story.

Experience Points

Whenever the characters accomplish something, from defeating an enemy, to solving a puzzle, and most importantly, when making progress in the great goals of the overarching story, they are rewarded with "Experience Points."

For example, if the group defeats a band of thugs, they receive points depending on the strength and level of their opponents. The points are added up, and then divided among the group (*Note: if a player character falls - is knocked unconscious - during a combat, that character forfeits his or her experience points*).

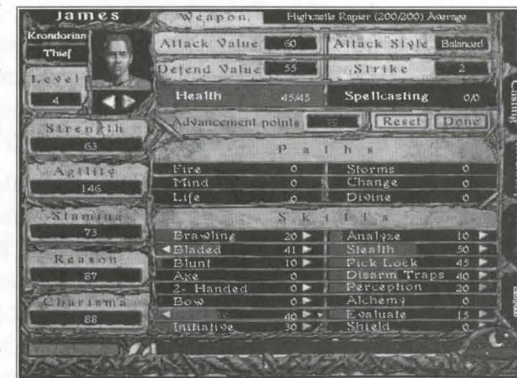
The experience points are tallied on each character's "Attribute Screen," along with the number of points they need to gain the next level. Individual awards for experience are displayed over each character's head at the end of combat, or after an important event (*Note: if "Combat Statistics" are turned off in the "Game Options Menu," the points will not be displayed*).

Difficulty for advancement varies according to the character type, so it's easiest for James, and then William, to advance. Advancement is most difficult for the Mages and Priests.

When A Character "Levels Up"

Each time a character gets enough points for their next level, they'll be rewarded with the following:

1. The character level goes up by one.
2. Health Points increase (varies according to class).
3. For Mages and Priests, an increase in Spell Points.
4. Awarding of 100 Advancement Points.
5. The opportunity to get new spells by improving Pathways of Magic.



Spending Advancement Points

After advancement, there will be a change on the character's "Attribute Screen." The whole lower right area will be taken up with the indicators and controls for improving the character's skills. Any skill that can be improved, including the

Pathways of Magic (Life and Divine for Priests, the other four for Mages), will display a gold triangle. Each left click on a triangle means improving that skill by one point (for speedy improvements, just hold down the left button on the mouse).

Advancement Rules

1. Each skill can only be increased thirty (30) points per level.
2. The maximum level for any skill is 100 (Attributes can go as high as 200).
3. The cost of increasing a skill, in Advancement Points, increases after 50. So to buy up a skill anywhere from 1 to 50 is one point each. Buying up from 51 to 75 is two points each. From 76 to 90 is three points each. And from 91 to 100 is four points each.
4. The class of a character limits which skills they can purchase.

GAME MECHANICS

Do you have to know any of this stuff to play the game? *No.*

All you really need to do is keep an eye on the numbers in your character screen (“gee, I just equipped James with that nifty-looking sword, and now his Agility is down in double digits. Does that mean something?”). If you pay attention, that should be enough.

Still, there is a detailed system lurking behind the play of the game, and some players may even find it interesting...

Characters

All five of the people controlled by the player, including James, Jazhara, William, Solon and Kendaric, are characters. Other characters include the guardsmen in the City of Krondor, all the various villains and bad guys, plus the innocent by-standers. Each character is defined by (1) Attributes, (2) Skills, (3) Health Points, (4) Spell Points, as well as their “inventory” of weapons, armor and other stuff.

Attributes

Each character is rated according to their Strength, Agility, Stamina, Reason and Charisma, and each ranges from 0 to 200. Each attribute is used in several ways.

For example, Strength is a major factor in determining the amount of damage done in combat, but it also controls (along with Stamina) the amount of stuff a character can carry around (Encumbrance). William, a very strong character, can do massive damage, and can also lug a lot of equipment in his backpack.

Attributes are considered “permanent.” No matter how well, or poorly, the character performs, the attributes can’t be changed. On the other hand, there are ways of magically affecting attributes, so it’s a good idea to keep track of any changes.

Skills

We’ve already seen the **Combat Skills** (Initiative, Defense, and Weapon Skills), and **Magic Skills** (four Paths for Mages, plus Alchemy, and two Paths for Priests). Where the characters are pretty much stuck with their Attributes, the player can raise Skill levels. See “Experience & Advancement” for more details.

Analyze. The skill needed to “assess” unknown items (Right-Clicking on items in the character’s inventory). *Hint: Since each character can assess each item separately, it might be good to create a “specialist.”*

Stealth. Silence and sneakiness can be very helpful in some situations...

Disarm Traps & Pick Lock. The skills James needs to probe for traps, to disarm traps, and to pick locks. If the “Trap Lock Mode” is set to “Reflex,” then good thief skills will slow down the movement of the pointer. If the “Trap Lock Mode” is set to “Random Roll,” then success with any trap or lock is totally dependent on the thief skills.

Perception. How well the character can spot ambushes and other threats.

Evaluate. Being able to check out strangers and enemies (Right-Clicking on other characters).

TIPS

“Instructions? We don’t need no stinking instructions!”
It’s true.

There are players who read every word of an instruction manual before playing the game.

If you are one of those good citizens, bless you. It’s good to know that all the rest of the words in this manual won’t be wasted.

However, if you're the other kind of computer game player (like most of the gonzos who coded RtK), this section is for you. No tedious instructions, just a simple checklist. Every so often, while you're playing the game, check here and see if you've stumbled across all these little tricks:

Switch Scene Camera. Try using the magic bracket keys, "[" and "]" Unless you are in some teeny, tiny room, you should be able to look at your combat from two or more angles.

Repeating Doors. By now you've figured out that there can be interesting stuff behind the various doors in Krondor. Did you know that things can sneak back into the rooms while you're wandering around somewhere else?

Slow Cast, then Quick Cast. Early in the game, when Jazhara's spells often fail, it's a good idea to start the combat with at least one "Slow Cast," especially if the opponents start out some distance away.

The Floor is Your Friend. You've probably figured out that you can't hand stuff from one character to another while you're in combat. A neat way around this is to "drop" the item (right click on it in the "Inventory Screen"). Once on the floor, another player can "Search Ground" and pick it up.

Right Click, Right Click, Right Click. Information is always good, and you can gain information every time you right click on one of your opponents. What you may not realize is that every one of your characters has a chance of discovering something, and they get a new chance every combat turn. This is especially important when you're fighting somebody tough, since you have a lower chance of discovering important details (hmmm, 8th level Mage, maybe we better ignore the henchmen and focus on that guy...).

Drop Weapon & Spell-Casting. As you've probably figured out by now, you can't cast a spell while holding a weapon. Also, if you get rid of an "equipped" weapon by going to your inventory, you lose a turn. The quick alternative is to do a "Shift-S," which lets you drop the weapon and immediately cast a spell. Once "dropped," the weapon goes on the floor, and it can only be recovered by searching the ground.

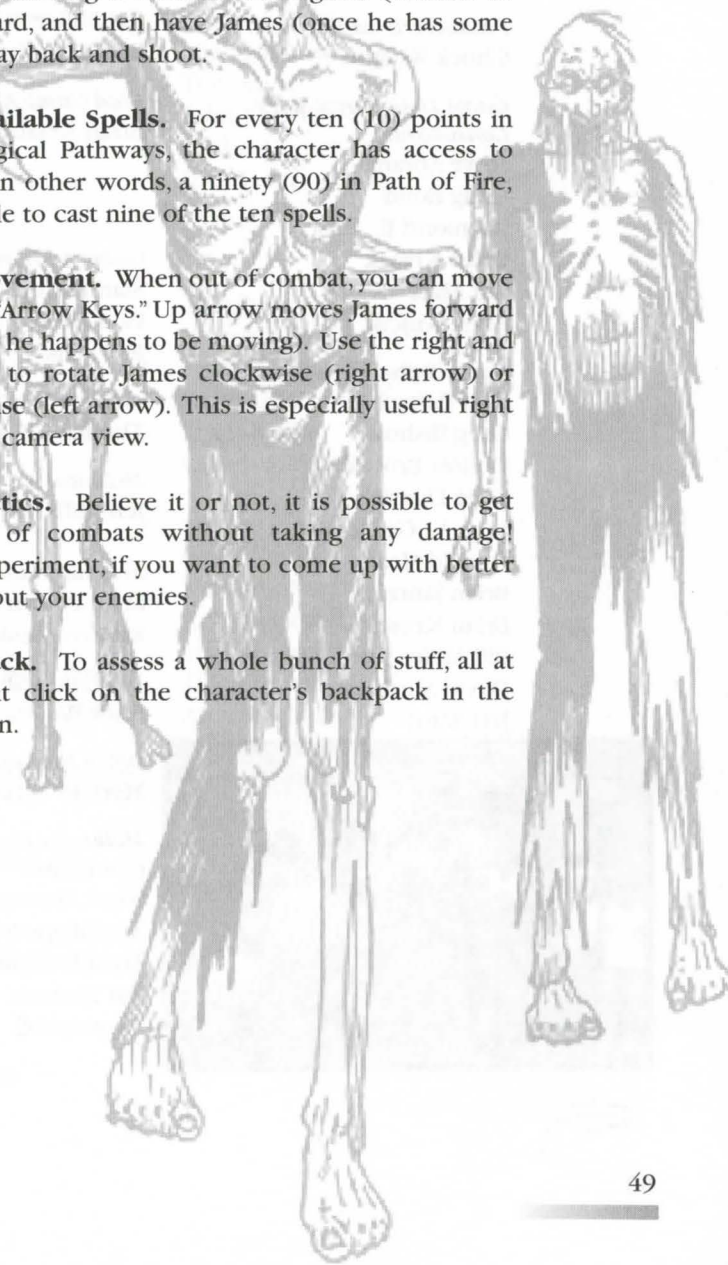
"Aggressive" and "Conservative," "Defend" and "Guard." These things really work, if they are used properly. It's important to size up each and every enemy. Learn the Longbow. No, you don't have to take massive damage in every combat. There are plenty of situations where the smart use of a longbow can reduce, or even eliminate the damage. A particularly nifty tactic is moving a well-armored fighter (William or Solon) far forward, and then have James (once he has some archery skill), stay back and shoot.

Increasing Available Spells. For every ten (10) points in one of the magical Pathways, the character has access to another spell. In other words, a ninety (90) in Path of Fire, means being able to cast nine of the ten spells.

Key-Stroke Movement. When out of combat, you can move James with the "Arrow Keys." Up arrow moves James forward (whichever way he happens to be moving). Use the right and left arrow keys to rotate James clockwise (right arrow) or counter-clockwise (left arrow). This is especially useful right at the edge of a camera view.

Vary Your Tactics. Believe it or not, it is possible to get through a lot of combats without taking any damage! Evaluate and experiment, if you want to come up with better ways of taking out your enemies.

Assess Backpack. To assess a whole bunch of stuff, all at once do a right click on the character's backpack in the Inventory Screen.



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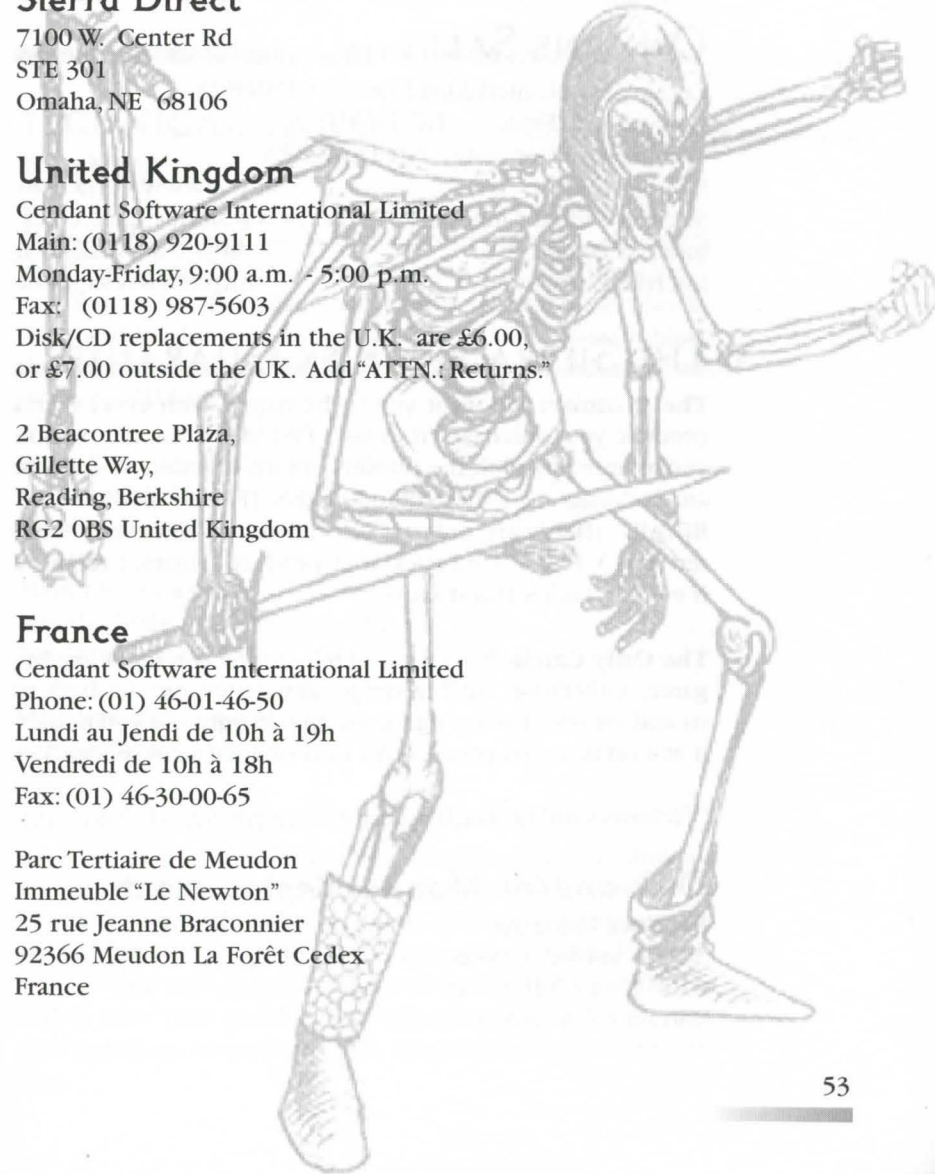
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Fax: (0) 6103-99-40-35
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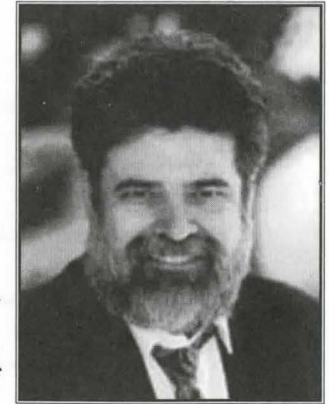
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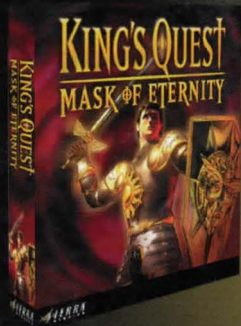
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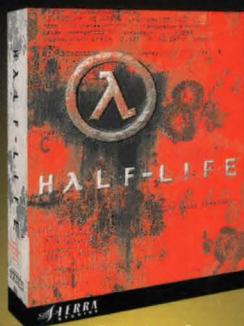
New York Times bestselling author **Raymond E. Feist** was born in Los Angeles in 1945 and has lived most of his adult life in Southern California.

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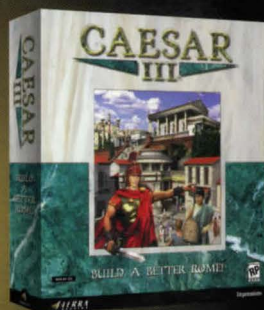
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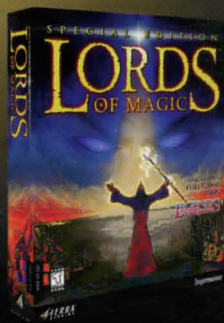
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