

# Realms of Arkania - Blade of Destiny

## MS-DOS Installation & Reference Card

Realms of Arkania has its own installation program that copies Blade of Destiny to your computer's hard drive while configuring the program to take advantage of all your system has to offer.

### Installation

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#### 1. Before You Install

**What you need...** IBM or 100% compatible computer, 80286 processor or better, MS-DOS 3.x, 5.0 or 6.0, at least 640K of memory, a VGA monitor and a hard disk with 10 megs of free space.

**What we recommend...** Mouse, expanded memory, LIM 4.0 or greater, 16 Mhz processor or faster and a sound card.

**Note -** Realms requires 10 megabytes to decompress and install. When installation is complete, you should have approximately 6.8 megabytes in your C:\BLADE directory. If installing under DOS 6.0 running DoubleSpace, you will need at least 20 megabytes of free space.

#### 2. Installing Realms of Arkania

- A. Insert Blade of Destiny Disk 1 into drive A: or B:, and log on to that drive
- B. Type **INSTALL** and press Enter
- C. Realms will tell you where it plans to install the game, C:\BLADE. You may change this selection if you like. Backspace over it, and type in your new directory, C:\GAMES\BLADE for example.
- D. Generally, installation takes from 10 to 15 minutes, depending on the speed of your computer. Realms will copy all the files to your hard disk, and will occasionally ask you to insert other disks as installation progresses. When Realms has finished copying all its files, it will unpack them on your hard disk (it's lots faster this way).

#### 3. Starting Realms of Arkania

- A. From the DOS prompt, type **CD C:\BLADE** (or another directory name if you didn't go with the default setting) and press Enter to go to the Blade directory.
- B. Type **BLADE** to start Blade of Destiny.

#### 4. Music & Sound Effects

- A. When you play Realms for the first time, it configures its sound drivers to your computer's specifications through its sound program.
- B. To select music, scroll through the list using the **Up** or **Down** arrow keys until you see the sound card that's right for your computer. You may also use your mouse to click on the arrows on the screen. When the correct sound card is displayed, press Enter to select it.
- C. To select sound effects, scroll through the list using the **Up** or **Down** arrow keys, and press Enter when you see your card.
- D. If you make an error when selecting your sound card, there is a chance that Blade will not run. Should this happen, or if you wish to change your sound card selection for other reasons, move to the Blade directory, type **SOUND** and make your selections again.

## 5. Main Program or Generation

- A. **To Play with a Pre-Generated Party:** Realms comes complete with a party that's ready to go. To use the pre-generated party, select Main Program followed by the START save game. You'll begin at the Temple of Travia in Thorwal. Of course, you may create your own characters later on by restarting Blade and selecting Generation.
- B. **To Create Your Own Characters:** Select Generation to enter the Character Generation portion of the game. Please see the Character Generation section of the manual. Realms allows you to get a party together in any one of four different ways. Since there are so many options open to you when creating your characters, following the steps in the manual is your best bet. However, a quick, step-by-step method for creating characters using one of the forms of Generation has been included in this reference card for your convenience.

## Troubleshooting

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**Not Enough Disk Space:** To install Realms, you will need at least 10 megabytes (10,240,000 bytes free) of free space on your hard disk. Before Realms begins to install its program, it checks to make certain this space is available. If it's not, Realms will stop the installation. If you find yourself in this predicament, follow these steps:

- **Compression Programs:** Realms' programs are already highly compressed, and won't re-compress like regular files. If you're using such programs as Stacker or Superstor, Realms may need up to 20 megabytes of free disk space to install successfully.
- **Remove Some Files:** Try to remove some excess files from your hard drive. Old games, duplicate and backup copies of letters are likely candidates. After you've removed some files, move to the DOS directory (type CD \DOS) and type CHKDSK and press the Enter key. Your computer will tell you how much space is available on the hard disk. Continue to remove files until you have the space you need. If you're not certain what all the numbers mean, just try to install Realms again. It will figure your available space for you, and will install if there is enough room available.

**Not Enough Memory:** Realms requires approximately 600K of free RAM to run at its best with all features active. You may play with less memory, but may not experience the sound effects and detailed graphics available with more memory. 600K = Full program; 580K = runs without sound; 560K = Runs without sound and reduces detail of graphics. If you don't have the minimum memory requirements, Realms will return you to DOS. However, you can do a number of things to free up memory.

- **How Much More?:** Type CD \DOS and press Enter. Next, type MEM and press enter. The number next to "Largest Executable Program" is the amount of RAM you have free.
- **Excess Stuff in Memory:** If you have just exited a network or have run other programs, there may be parts of their resident programs left in memory, try rebooting your machine.
- **Don't Run Through the Desktop:** Do not try to run Realms through Windows or other menu programs. Exit to DOS and then try running Realms.
- **View Your Boot-Up Files:** Your boot-up files, CONFIG.SYS and AUTOEXEC.BAT may load all kinds of unnecessary memory resident programs. You may remove non-essential programs or lower the number of buffers to free up memory. *Before modifying these files, please make backup copies just in case something goes wrong.*
- **Make a Boot Disk using DOS 5.0 or 6.0:** A boot disk provides your computer with the minimum information and configuration it needs. Using a boot disk, you won't have to alter any files on your hard disk. To make a boot disk, follow the directions listed in the "Making a Boot Diskette" section of this reference card.

# Character Review Screen

General character information including name, Archetype, experience points, experience level and money.

Characters need food and water to stay alive. As they perform activities, they use energy and become hungry and thirsty.

Eat & Drink

Character Statistics. (Attack & Parry Values also appear here in the ATT./PA screen.)

Character's Backpack - holds up to 16 items.

Item currently selected

All body boxes allow characters to hold items or equip armor. See page 31 of the manual for complete details.

**REALMS ARKANIA**

RHENAVA WARRIOR  
EXP 0  
LEVEL 1  
MONEY 30 05 08

HUNGER  
THIRST

DEITY	PRAIOS
OP 14/14	SN 3/3
WD 10/10	AC 3/3
CH 11/11	CL 6/6
DX 11/11	AU 4/4
AG 13/13	NE 8/8
IN 13/13	CU 6/6
ST 13/13	VT 3/3

LP 30/30  
AP 0/0

MR 2  
AR 3

ENDURANCE 43  
ENC 390 OZ  
MP 8

3920 OZ  
WATERSKIN

6'5"

Weight

Height

Secondary statistics including magic resistance, armor class, etc. See the Review Screen section, beginning on page 29, for more information.

Head Cover — Look at or Eat/Drink

Arm Armor — Chest Cover

Primary Weapon — Secondary Item

Leg Covers — Foot Covers

- To Get Review Options ..... Right click
- To Review Another Character ..... Click on left or right arrow below portrait
- To Trade Item ..... Click on item, then click arrows under character's portrait
- To Eat or Drink ..... Click on item, then click on mouth
- To Equip Items ..... Click on item, then on proper body part

# Adventuring Screen Summary

**REALMS ARKANIA**

Credits  
Time

Main Window

Location & Info Line

THORNAL

Team Leader: ARBOSH

Party Members: RHENAVA, HJALDIS, TALIMEE, TAMION, VARANO

NPC Joined Party

- Split Party
- Unite Party
- Next Party
- Game Options
- Automap
- Cast Spell
- Camp/Sleep
- Visit Market

- Review Characters ..... Double click on their portraits
- Move Characters (switch places) ..... Click once on portrait, then on other character
- Move ..... Place arrow in Main Window; click
- Leave Town ..... Look for a Signpost or a Harbor
- Save Game ..... Select Game Options, Save. No penalty in Temples
- Load Game ..... Select Game Options, Load

# Temple Options Summary

You may add new characters, remove dead or unwanted characters (or NPCs) and pray in Temples throughout Arkania. Additionally, you can perform other game functions.

- Add Character
- Remove Character
- Erase Character
- Load Game
- Save Game
- Quit Game
- Ask for a Miracle
- Donations
- Leave Temple

# Town, Camp & Dungeon Options Summary

When your party visits the dozens of towns in Arkania, it will frequent numerous shops, taverns, smiths, inns, healers and other sights of local interest. As they travel, your Main Screen options will change, offering you different services or choices depending on your location.

	Speak with Merchant		Use Talent		Heal Wounds
	Review wares		Eat & Drink		Treat Disease
	Sell wares		Rent a Room		Treat Poison
	Haggle (Purchase)		Sleep for Night		Go on Board Ship
	Next Page		Visit Inn		Visit Harbor Master
	Previous Page		Visit Tavern		Fix Armor/Sword
	Next character		Set Guard		Check Passages
	Game Options		Gather Herbs		Replenish Supplies
	Open Chest		Force Door		Pick Lock
	Open/Close Door				

# Combat Summary

As your party ventures through Arkania's wilds (and even some of its towns), they may encounter creatures of a hostile breed. When they do, you'll see a screen similar to the one below.

The screenshot shows a combat interface. At the top left is the 'Active Character' portrait of a man with a beard. To the right is a 'Combat Options' menu with a list of actions and their movement costs: MOVE (1/3), ATTACK (3), GUARD (3), CAST SPELL (5), USE ITEM (3), DROP ITEM (1), CHANGE WEAPON (2), EXCHANGE ITEM (2), CHECK VALUES, WAIT, COMPUTER FIGHT, QUIT AND RELOAD, and REPEAT OPTIONS. Below the menu is a 'Movement Points of Active Character' indicator. The main area is a 'Combat Grid' showing a 3D perspective of a grid with various terrain features and a creature.

Characters move and attack in any direction except diagonally and are allowed a maximum of one attack and one parry per round. Use the mouse or keyboard to select a target to attack or a square to move to. See the Combat section of the manual for details.

# Interface

Realms of Arkania takes full advantage of your computer's two-button mouse. Using the individual buttons, your mouse does the following:

- Left Button:** The left mouse button selects things. Press it to choose a menu item, to move in one direction or another, to activate an icon (save game, for example), to pick up items or to choose an opponent in combat.
- Right Button:** The right mouse button calls up menu options. Any screen with icons has a matching menu as well. To call up a menu, just right click. The left mouse button selects any one of the options.
- ESC Key:** The ESCape key gets you out of most things. Unless a selection is required, like generating characters, for example, the ESC key will return you to normal play.

# Keyboard Interface

- PgUp** ..... Opens options menu (same as icons) or brings up traveling options while in Journey mode
- PgDn** ..... Closes options menu
- Arrow Keys** ..... Moves in direction, scrolls through options or characters in review
- Enter Key** ..... Selects a highlighted option
- To See Time, Date, etc.** ..... PgUp, Game Options
- Review a Character** ..... Ctrl E
- Move Characters** ..... Ctrl O
- In Review, Selecting Items** ..... Up/Down arrows highlight, Enter to select
- Give** ..... Select item, left/right arrow to character, up/down to empty icon, Enter to place
- Equip** ..... Select, up/down to proper body box, Enter to place
- Use/Drop** ..... Select item, PgUp for options
- Read** ..... Select Use Object
- Pause (during dialogues)** ..... Press Spacebar, any key resumes play
- Pause (while traveling)** ..... Press Ctrl P, any key resumes play

# Automap Legend

Each square in Automap is colored to give a description of the area's purpose. These colors are:

<b>Towns &amp; Cities</b> .....	Black ..... Unexplored Areas	Deep Red ..... House
	Dark Gray ..... Street or Path	Orange ..... Temple
	Bright Orange .... Journey Point	Light Gray ..... Merchant
	Green ..... Meadow	Deep Green ..... Smithy
	Blue ..... Water	Yellow Arrow .... Active Team
	Purple ..... Healer	Purple Arrow .... Inactive Team
	Light Blue ..... Tavern and/or Inn	
<b>Dungeons</b> .....	Black ..... Unexplored Areas	Deep Red ..... Door
	Bright Orange .... Wall	Purple ..... Teleport Field
	Light Green ..... Trap Door in Ceiling	Light Brown ..... Chest
	Dark Green ..... Trap Door in Floor	Yellow Arrow .... Active Team
	Light Blue ..... Stairway Up	Purple Arrow .... Inactive Team
	Blue ..... Stairway Down	

## Creating a Character

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This is Method #4, described on page 13 of the manual, with a twist (instead of individually assigning statistics and then selecting your Archetype, you choose the Archetype and Realms assigns the statistics). It allows you to create a character in the Advanced Mode quickly. You have control of all skills and magic.

1. Select Generation followed by Advanced.
2. Select Name and give the character a name.
3. Right click to bring up the menu. Select Gender, either male or female.
4. Right click to bring up the menu. Select Choose Archetype, and select an Archetype. These are covered in Appendix A beginning on page 80.
5. Click on the arrows along the bottom of the screen until you reach the Skill screens. You will see "Remaining Attempts: #" along the bottom of your screen. You may use these attempts to try to increase your character's skill in a particular area. Skills are covered in Appendix B, page 87. Right click to select a group and a skill, and then attempt its increase. Some skills have limits on their increases. See page 21 of the manual for more information.
6. Magicians and Magiciennes will be required to select an Arcane Lore. These are covered on page 77. They may also convert spell increase attempts to skill increase attempts and vice versa. Additionally, they may choose to trade spell increase attempts for more astral points, giving them more spell casting power.
7. Select Save Hero followed by New Hero to create another character.
8. Repeat instructions from #1 to create another character or select Exit Program to move to the Main Program. Characters may be added when you begin the game at the Temple of Travia in Thorwal.

## Reinstalling & Saving Your Save Games

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If you need to reinstall Realms but don't want to lose your save games, follow the directions below to transfer them to floppy.

1. Place a *formatted* disk in drive A. Realms copies its files to this drive, and will not format the disk for you. Make sure your disk is formatted ahead of time.
2. From the Blade directory, type SAVEGAME and press Enter. Realms will copy the save game files to the disk in your A: drive.
3. To copy the files from your Save disk back to the Blade directory type LOADSAVE from the Blade directory.

# Making a Boot Diskette with MS-DOS 5.0 or 6.0

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You may find it necessary to create a boot disk if you are experiencing difficulty running Blade, or are not able to free up enough memory to run the program at all. The instructions below allow you to create a basic, bare bones boot disk for a standard system configuration. If your configuration is different, however, you may need to make adjustments and should refer to your DOS manual for instructions on optimizing memory usage.

You may also use any standard text editor to create or edit these files on a floppy disk. **We do not recommend editing the CONFIG.SYS or AUTOEXEC.BAT files on your hard drive.**

**NOTE:** If you are using a compression utility like Stacker or Superstor, you may experience problems with the boot disk if the software utility's drivers are not included. Sir-tech does not support problems with these disk compression utilities and suggests that you do not use a boot disk if you are using a disk compression utility.

1. Type CD\DOS and press Enter.
2. Type FORMAT A:/S and press Enter.
3. When the disk has formatted, type A: and press Enter.
4. Type COPY CON AUTOEXEC.BAT and press Enter.
5. From the blinking cursor, type C:
6. **With MS-DOS 6.0 only** - Type LH C:\DOS\MOUSE and press Enter.
7. Press CTRL and Z at the same time and press Enter. One file will be copied.
8. Type COPY CON CONFIG.SYS and press Enter.
9. Type FILES=20 and press Enter.
10. Type BUFFERS=15 and press Enter.
11. Type DEVICE=C:\DOS\HIMEM.SYS and press Enter.
12. **With a 386 processor or better and more than 1 meg of RAM only** - Type DEVICE=C:\DOS\EMM386.EXE and press Enter.
13. **With a 386 processor or better and 1 meg or less of RAM only** - Type DEVICE=C:\DOS\EMM386.EXE NOEMS and press Enter. These systems will be unable to take advantage of the performance benefits of EMS memory.
14. **With MS-DOS 5.0 only** - Type DEVICEHIGH=C:\MOUSE\MOUSE.SYS and press Enter. If your mouse is located in a different directory, make the appropriate adjustment to the directory name.
15. **With MS-DOS 6.0 and DoubleSpace only** - Type DEVICEHIGH=C:\DOS\DBLSPACE.SYS /MOVE and press Enter.
16. Type DOS=HIGH,UMB and press Enter.
17. Press CTRL and Z at the same time and press Enter. One file will be copied.

Note to Experienced Users: Running Blade at its best requires loading DOS and the mouse driver into high memory. The use of an expanded memory manager and a disk cache utility like SMARTDRV.EXE will further enhance performance.