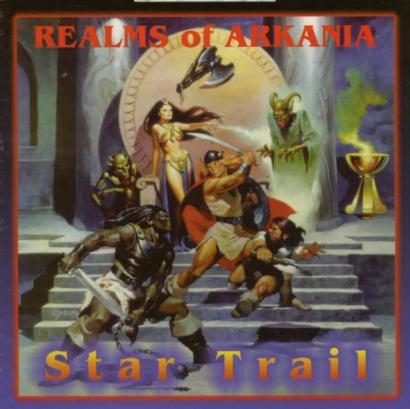
Das Schwarze Auge



Passwords

Page	Line	Word	Password	Page	Line	Word	Password
1	5	2	PLAYING	34	2	3	PERAINE
2	6	3	COMFORTABLE	36	3	8	ARKANIA
3	1	11	REALITY	37	4	2	MAGIC
3	13	6	MISSISSIPPI	38	2	2	SILVAN
4	2	6	EXPLORE	39	4	1	MONEY
5	5	6	SPLIT	40	4	2	SKILLS
6	6	1	DUTY	41	1	3	ATTACK
7	2	9	PUCKBOY	42	3	1	EVENLY
8	3	8	DIARY	43	1	3	HAPPY
9	5	2	BREEZE	44	2	4	CLICK
10	3	4	HERBS	45	7	3	SCALE
11	4	3	TAVERN	46	3	6	BACKPACK
12	1	9	ENTERTAINMENT	47	3	2	RIGHT
13	8	7	DISCOVER	48	1	4	WARRIOR
15	7	4	DAMAGE	49	1	9	PUMPKIN
16	5	3	TERRAIN	50	5	2	STAR
17	4	6	BEDROLLS	57	4	2	LORE
18	4	7	ANXIOUS	58	3	3	AGILITY
20	7	1	TRAIL	59	4	2	RABBIT
21	2	3	HURL	60	2	4	ART
22	3	2	WEAPON	61	4	3	INSPIRES
23	5	2	SIMPLY	62	2	2	PHEX
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Installation

1. Before you install

What you need... IBM or 100% compatible computer, 80386 processor or better, MS-DOS 5.0 or 6.x, at least 4 MB RAM, a 256-color VGA monitor, a hard disk with a minimum 24 MB free, 580 K free conventional memory, 670 K free EMS and 64 K free XMS.

What we recommend... mouse, 80486/33 Mhz processor or faster and a sound card.

2. Installing Realms of Arkania: Star Trail

- A. Insert Star Trail CD into CD-Rom-Drive (i.e. D:), log on to that drive.
- B. Type INSTALL and press ENTER.
- C. Realms will tell you where it plans to install the game, C:\STAR. You may change this selection if you like. Backspace over it, and type your new directory, C:\GAMES\STAR for example.
- D. Generally, installation takes a few minutes, depending on the speed of your computer. Realms will copy all the files to your hard disk. 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: Star Trail

- A. From DOS prompt, type **CD C:\STAR** (or another directory name if you didn't go with the default setting) and press ENTER to go to the STAR directory.
- B. Type STAR and press ENTER to start Star Trail.

4. Music and Sound Effects

A. When you play Realms the first time, it configures it's 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 key 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 Up and 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 Star Trail will not run. Should this happen, or if you wish to change your sound card selection for other reasons, move to the STAR directory, type **SOUND** and make your selections again.

Arriving at the Temple

Entering the world of Arkania, your first stop is the Temple of Peraine in Kvirasim. From here, you can create characters, run with pregenerated party or perform any of the other temple options. If this is your first time playing Realms of Arkania scenario, we recommend you to explore the basic world and its options with the pregenerated party just to get a feel for things. When you're comfortable, you may decide to create your own party.

Transfering your Blade of Destiny save games

If you played **Blade of Destiny** and want to use your winning party in Star Trail, copy your save game file (*.GAM) to the C:\STAR\GAMES directory (remember this is the default directory, yours may differ). When you load the save game, Star Trail will automatically import and convert it.

Troubleshooting

Not enough Disk Space: If you have over 580 K RAM after the CD-ROM driver is loaded, Star Trail requires 24 megabytes of free space on your hard disk. If you have less than 580 K RAM and want all the bells and missiles, Star Trail may requires 70 MB free.

Compression Programs: Realms' programs are already highly compressed, and won't recompress like regular files. If you are using such programs as Stacker or Superstor, Realms may need even more megabytes of free disk space to install successfully.

Remove some files: Try to remove some excess files from your hard drive. Old game, 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:

- First of all, find out where you're short. From the DOS prompt, type MEM to see the amounts of memory available to you and the largest executable file size. You need 670 K of free EMS, 64 K of free XMS and 580 K free RAM.
- 2. 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.
- Do not run Star Trail through Windows or other menu programs. Exit to DOS and then try running Star Trail again.
- 4. Check out the EMM386 line in your CONFIG.SYS file. Remove any commands following EMM386 including NOEMS or memory parameters. Adding the proper amount of RAM, your EMM386 line should be similar to the one below:

DEVICE=C:\DOS\EMM386.EXE RAM 670 (for DOS 5.0)
DEVICE=C:\DOS\EMM386.EXE RAM 670 HIGHSCAN (for DOS 6.x)

Make a Boot Disk using DOS 5.0 or 6.x. 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.

You may find it necessary to create a boot disk if you are experiencing difficulty running Star Trail, 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 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 driver are not included. Attic 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 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 adjustments to the directory name.
- 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 Star Trail at it's 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

Reinstalling & Saving your save games

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.
- From the STAR directory, type SAVEGAME and press Enter. Realms will copy the save game files to the disk in your A: drive.
- To copy the files from your save disk back to the STAR directory type LOADSAVE from the STAR directory.

ATTENTION:

If, when loading Startrail your machine states "one file version" and hangs, you will need to re-boot your machine and reinstall Startrail to your hard drive.

Creating a character

Creating your own characters is an important part of any fantasy-role playing experience. Nursing them from level-one tots to mighty warriors provides a feeling of challenge unlike any other. In Star Trail you may create your party in any one of four different ways and on two different levels. The Advanced Mode allows you full control over each character's statistics, while the Novice Mode provides you with the fastest and easiest way to create a character.

- Method #1: Select Novice. Star Trail handles the Character Creation, skills and magic/ skill increases.
- Method #2: Select Advanced. You handle the skills and magic/skill increases. Star Trail handles the Character Creation.
- Method #3: Select Novice and create character (the "baby" icon) from the Temple. Exit the generation, remove the pregenerated party members and add your own. You handle the Character Creation. Star Trail handles the skills and magic/skill increases.
- Method #4: Select Advanced and create character (the "baby" icon) from the Temple. Exit the generation, remove the pregenerated party members and add your own. You handle the Character Creation, skills and magic/skill increases.

Adventuring Screen Summary





Split Party

Automap



Unite Party



Next Party



Cast Spell



Camp/Sleep



Temple Options



alk



New Character



Leave Temple



Add Character



Erase Character



Remove Character



Ask for a miracle



Active

Character

Disk Options



Donations

Combat



___Combat Screen

Town, Camp & Dungeon Options Summary



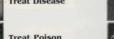
Talk



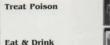
Treat Disease



Have Fun





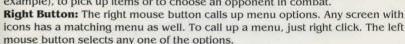




Set Guard



Party Options





Next page

Previous page

Next character

Use Talent

Fix Armor/

Heal Wounds

Sword

Rent a Room



Replenish Supplies



Stay the Night





Gather Herbs



Sit at Bar

Sit at Empty

Table

Table



Make a Trip











Print Diary



Change Table

Sit at Occupied







Order a Round



Leave Items



Take Items

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.

Interface

Realms of Arkania rakes full advantage of your computer's two-button mouse. Using

the individual buttons, your mouse does the following:

icons has a matching menu as well. To call up a menu, just right click. The left

ESC Key: the ESC 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

Moves in direction, sevelle through antique or characters in review

Arrow neysPloves in	i direction, scrolls through options or characters in review
Pg Up	Opens options menu (same as icons) or brings
	up travelling options while in Journey mode
Pg Down	Closes options menu
F1 or Ctrl E	Status Screen
F2 or Ctrl O	Change Marching Order
F3 or Ctrl S	Game Options
F4	Time and Date
F5	Diary
F6 or Ctrl M	Map (only in Cities and Dungeons)
F7 or Ctrl D	Disk Option
F8	
F9	Star Trail Menu
F10 or Ctrl P	Pause Game (to end, hit any key)
Ctrl Q	Quit Star Trail

Credits

Program

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Executive Producer

Guy Henkel

Producers

Werner Fuchs, Jochen Hamma

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Combat Scenarios

Jens Kupka

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Guv Henkel

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Horst Weidle

Tonebanks

The Fat Man

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Michael Percell, Robin Ramm, Jim Reagen,
Marty Rhodes, Greg Seaberg, Dan Sherry,
John Williams, Bruce Wilson, Five Points' Jimmy

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