



## Reference Card

*Realms of Arkania: Star Trail* has its own installation program that copies *Star Trail* to your hard drive while configuring the program to take advantage of all your system has to offer.

### Before You Install

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#### What You Need . . .

IBM or 100% Compatible Computer  
4 MB RAM  
80386 Processor or better  
PC/MS-DOS 5.0 or 6.X  
256-color VGA Monitor  
Hard disk with approximately 24 MB free  
580K free conventional memory, 670K free EMS, 64K free XMS

#### What We Recommend . . .

Mouse  
80486 Processor, 33 Mhz or better  
Sound Card

#### For CD-ROM Version . . .

CD-ROM Drive (surprise)  
Hard disk with a minimum 24 MB free  
580K free conventional memory, 670K free EMS, 64K free XMS

### Installing

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Throughout *Star Trail's* installation program, you may use the arrow keys or TAB to move from one selection to the next. Pressing SPACE or ENTER allows you to change the selection.

1. Insert *Star Trail* Disk 1 into drive A: or B:. If you have the CD-ROM version, insert the CD into the CD-ROM drive (usually D: or E:).
2. To log on to the drive, type A: or B: and press Enter. For the CD-ROM version, type D: or E: and press Enter.
3. For the 3.5" version, type INSTALL and press Enter. For the CD-ROM version, type INSTCD and press enter.
4. *Star Trail* will install the game to C:\STAR. You may change this selection if you like.
5. Depending on your preference and your version of *Star Trail*, you may install the entire program or customize the installation. As you toggle your selections on and off, *Star Trail* tracks the amount of hard drive space required. CAUTION: IF YOU DON'T HAVE THE SPEECH PACK, DON'T ATTEMPT TO INSTALL IT. For the CD-ROM version, there are three different install options. If you have 580 K free, then speech and graphics will run from the CD-ROM. Otherwise, you can install the full program (all selections) to your hard drive. When you've finished making your selections, select Start Installation.

6. Generally, installation takes from 10 to 15 minutes to complete, depending on the speed of your computer. *Star Trail* will copy all the files to your hard disk. If you have the 3.5" version, *Star Trail* will occasionally ask you to insert other disks as installation progresses. When *Star Trail* has finished copying all its files, it will unpack them on your hard disk.

## Starting Star Trail

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1. From the DOS prompt, log on to the C: drive and type `CD C:\STAR` (or another directory name if you didn't go with the default setting) and press `ENTER` to move to the `STAR` directory.
2. Type `STAR` and press `ENTER` to start *Star Trail*. Soon, you'll arrive at the Temple of Peraine in Kvirasim. You may add pre-generated characters to your party or create your own.

## Selecting Music & Sound Effects

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1. When you play *Star Trail* for the first time, it configures its sound drivers to your computer's specifications through its sound program.
2. To select music, scroll through the list using the Up or Down arrows keys until you see the sound card that's right for your computer. When the correct sound card is displayed, press `ENTER` to select it.
3. To select sound effects, scroll through the list using the Up or Down arrow keys, and press `ENTER` when you see your sound card.
4. 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`. This will erase your sound configuration. When you begin *Star Trail* again, you will be prompted to enter your selections.

## Installing Patches

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From time to time, improvements to *Star Trail's* engine may be issued. Patches are available on CompuServe (Go GAMB PUB) or by contacting Sir-tech Software.

1. To install a patch, copy the file to the `C:\STAR` directory.
2. Unzip the file. Type `PKUNZIP *.ZIP` to unzip the file. (Remember, `PKUNZIP` must be in this directory or your hard drive's path.)
3. Type `INSTALL PATCH` and press `ENTER`. Highlight the Patch's line and press `ENTER` to select it. Deselect all the other options in the same method.
4. Select Start Installation to begin.

## Transferring Your Blade of Destiny Save Games

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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. When you load the save game, *Star Trail* will automatically import and convert it.

## Saving Your Save Games

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Good gamers like to make periodic backups of their save games just in case the great hard drive lord casts a pox upon a sector or two. All save game files have the extension .GAM. Simply copy these files to a floppy disk or another drive to back them up.

# Character Review Screen

See page 44 of the manual for complete information

**Portrait.** Arrows to the side allow you to scroll to another member.

**Body.** Click here to "pull down" body icon.

**Name & Class**

Elvis Presley  
Magician

Hunger  
Thirst

EP: 17200  
Level: 3

Money:  
20 35 88

Height: 184 cm  
Weight: 3360 oz

**Deity** Hesinde

|    |       |    |     |
|----|-------|----|-----|
| CR | 10/10 | SN | 4/4 |
| WD | 13/13 | AC | 3/3 |
| CH | 12/12 | CL | 5/5 |
| DX | 12/12 | AV | 5/5 |
| AG | 12/12 | NE | 4/4 |
| IN | 8/8   | CU | 7/7 |
| ST | 3/3   | VT | 7/7 |

LP 30/30  
AP 49/49

MR 2  
AC 0

Endurance 33  
Load 450 oz  
MP 7

Character's backpack holds up to 16 items

General Information

Secondary Statistics

Character Statistics.  
(Attack & Parry Values also appear here)

See page 46 of the manual for complete information

|                |                       |
|----------------|-----------------------|
| Head Cover     | Necklace              |
| Arm Armor      | Coats                 |
| Wrist          | Body Armor            |
| Primary Weapon | Wrist                 |
| Ring           | Belt                  |
| Pants          | Secondary Item/Weapon |
| Leg Armor      | Ring                  |
|                | Footwear              |

- To Get Review Options ..... Right click or PgUp
- To Review Another Character ..... Click on left or right arrow to sides of portrait
- To Trade Item ..... Click on item, then click arrows to sides of portrait
- To Eat or Drink ..... Click on item, then click on mouth
- To Equip Items ..... Click on item, then on proper body part
- To Look at Items ..... Click on item, then on eye

# Adventuring Screen Summary

Compass

Main Window

Game Options, Diary & Credits

Time

Play Options

Info

NPC Joined

Kvirasim

Serena Regulon Wolveri Friedbe Memphis Bird

Team Leader

Party Members

Life Points (Green)  
Astral Points (Red)

Split Party

Unite Party

Next Party

Automap

Cast Spell

Camp/Sleep

Disk Options

- For Smooth Scroll ..... Go to Game Options and turn Walk Stepwise off
- Review Characters ..... Double click on their portraits
- Move Characters (switch places) ..... Drag one character's portrait to another's location
- Move ..... Place arrow in Main Window; click
- Look up/Look Down ..... Home and End
- Leave Town ..... Look for a Signpost or a Harbor
- Save Game ..... Select Game Options, Save
- Load Game ..... Select Game Options, Load

# Temple Options Summary

You may create new characters, add characters, remove dead or unwanted characters (or NPCs) and pray in Temples throughout Arkania. Additionally, you can perform other game functions. All options are covered on pages 2 and 3 of the manual.

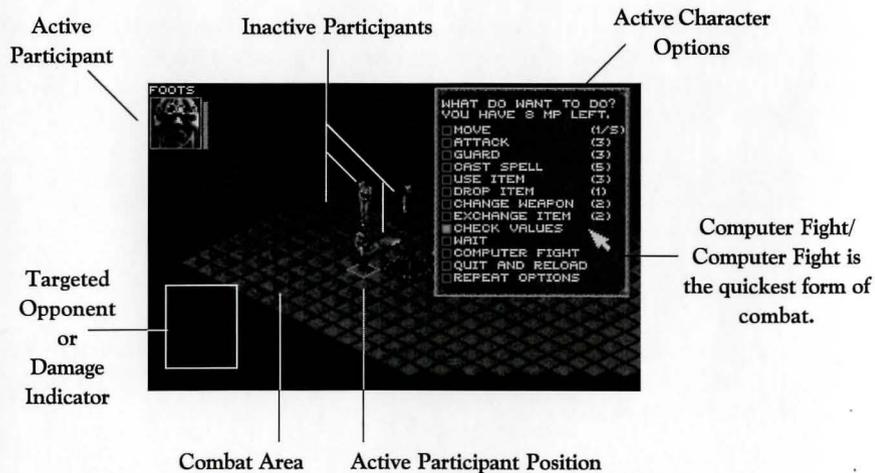
|              |                   |                  |
|--------------|-------------------|------------------|
| Talk         | Add Character     | Remove Character |
| Disk Options | Create Character  | Erase Character  |
| Donate       | Ask for a Miracle | Leave Temple     |

## Town, Camp and Traveling Options

|  |                |   |                       |   |                    |
|--|----------------|---|-----------------------|---|--------------------|
|  | Talk           |  | Eat                   |  | Execute Actions    |
|  | Buy            |  | Use Magic             |  | Disk Options       |
|  | Sell           |  | Rent a Room           |  | Camp Macro         |
|  | Use Talent     |  | Stay the Night        |  | Party Options      |
|  | Leave          |  | Have Fun              |  | Use Magic          |
|  | Next Page      |  | Sit at Bar            |  | Sleep              |
|  | Previous Page  |  | Sit at Empty Table    |  | Guard              |
|  | Haggle         |  | Sit at Occupied Table |  | Erase Former Macro |
|  | Next Character |  | Order a Round         |  | Gather Herbs       |
|  | Repair Item    |  | Store Items           |  | Replenish Supplies |
|  |                |  | Take Items            |   |                    |

## Combat Summary

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



Characters are allowed a maximum of one attack and one parry per round. They may cast spells and shoot arrows diagonally, but may move and attack to the north, south, east and west only. 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 (page 17).

## Interface

Star Trail takes full advantage of your computer's two-button mouse. Using the individual mouse 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, 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, the ESC key will return you to normal play.

## Keyboard Interface

|                     |                                   |
|---------------------|-----------------------------------|
| Arrow Keys .....    | Movement                          |
| Page Up .....       | Menu Options                      |
| Page Down .....     | Removes Menu Options              |
| ESC .....           | Out of Menu or Building           |
| 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 .....            | Credits                           |
| F9 .....            | Star Trail Menu                   |
| F10 or Ctrl P ..... | Pause Game (to end, hit any key)  |
| Ctrl Q .....        | Quit Star Trail                   |

## Disk Options



# Game Options Summary

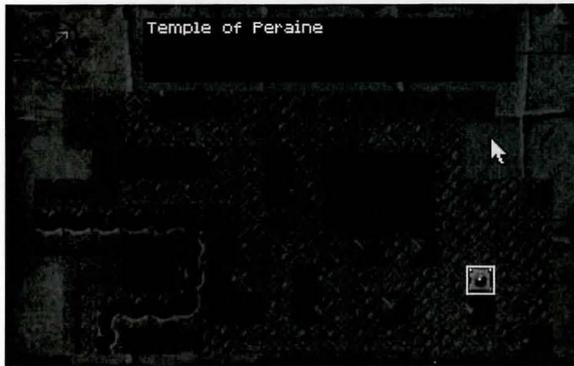
The Game Options allow you to customize *Star Trail* to your exact liking. Game Options are selected from the main menu.

- **Music, Sound FX and Speech:** Toggle on or off and adjust the volume to a comfortable level.
- **Speech as Text (Speech Pack):** Toggle on or off to show text along with digitized voices.
- **Graphic FX:** Toggle on or off to show special animations and effects.
- **Walk Stepwise:** Turn on or off to toggle between free scrolling and "step" walking.
- **Dialog Boxes:** Toggle between Free and Fixed. Free movement of boxes allows them to follow the mouse on the screen.
- **Combat Background:** Toggle on or off to show combat background during computer fight.
- **Print to:** *Star Trail* allows you to print information about your characters or diary to a printer or an ASCII file.
- **Text Display:** Select the rate that text scrolls by on the screen.
- **Manual Combat:** Select the rate the characters and creatures move during manual combat.
- **Computer Combat:** Select the rate that the computer handles combat speed.
- **Screensaver:** Set the time delay for *Star Trail's* screensaver.
- **Play Mode:** You may select between novice and advanced mode.
- **Reset:** Returns the Game Options to their original, default values.



## Using the Automap

*Star Trail's* automap allows you to get an overview of the areas that you travel through.



**Notes & Location Name.**  
Click here to Write Entry about the location highlighted with the white box.

**Red Circle.** Location of active party. A Blue Circle is used also for a split party.

Click once on a place to highlight it and see notes. Click twice to move your party to the location.

# Troubleshooting

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Yes, we too have been tempted to throw a computer out the window. Everyone at Sir-tech plays games, and we understand the frustration (is that an understatement?) you feel when you can't get a product up and running. Know that we'll do everything we can to get you going. On this page, we've identified some of the more common problems and their solutions. **Always make a backup of files, particularly your AUTOEXEC.BAT and CONFIG.SYS files, before you edit them.**

## Not Enough Memory.

1. 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 670K of free EMS, 64K of free XMS and 580K 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.
3. Do not run *Star Trail* through Windows or another menu program. Exit to DOS and 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)
```

5. Make a boot disk. On disk 1 (or the root directory of the CD-ROM), you'll find a file called BOOT.TXT that provides instructions for DOS 5.0 and 6.X. One of the two should get you on your way.

## Not Enough Disk Space.

For the disk version of *Star Trail*, you need at least 24 MB free. For the CD-ROM version, the amount of space you need depends upon your computer's available memory. If you have over 580K RAM after the CD-ROM driver is loaded, *Star Trail* requires 24 MB free. If you have less than 580K RAM and want all the bells and missiles, *Star Trail* requires 70 MB free.

Compression programs: *Star Trail*'s programs are already highly compressed and won't compress like regular files. If you're using such programs as Stacker, *Star Trail* may need more than the minimum levels of free disk space to install successfully.

## Everything Else.

Before sending these disks to the duplicator, we put everything we could think of into two files: BOOT.TXT and HELP.TXT. Log on to the A: drive and type EDIT BOOT.TXT (or HELP.TXT) to view the files.

Technical Support (315) 393-6644

Monday to Friday, 9:00 am to 1:00 pm and 2:00 pm to 5:00 pm  
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