THE ULTIMATE Wizardry ARCHIVES

REFERENCE CARD

Compilation Installation

Insert the CD into your CD-ROM drive, and wait for the "autorun" menu to appear. Click on the icon of the game you would like to install and follow the onscreen instructions. (If "autorun" is disabled, double-click on "My Computer", locate and double-click on your CD-ROM drive icon, and then locate and double-click on the file called "SETUP.EXE").

Once the installation screen is up, simply select the game you want to install on your hard drive and click the "Install..." button underneath the central window displaying the game's screenshot. The installer will allow you to modify the drive and the path where the games will be installed, where allowed.

For you convenience, we have also provided you with previews of two upcoming interesting titles, SirTech's "Wizardry VIII" and Black Isle's "Baldur's Gate". To watch the trailers to those games, simply click their corresponding buttons on the installation screen.

Once you're finished, click the "Exit" button at the bottom of the window to leave the installation.

Playing the games

The games can be played from the Start menu. Just click on Start, Programs, Wizardry Archives, and on the title you want to play. Some systems will require you to restart your computer before the program groups appear in the start menu.

If you prefer to play the games in a true DOS environment, simply go to the directory you defined to install the games to and start the game. Here's a list with the names of the programs you need to start in order to run the according games.

Wizardry – Proving Grounds Of The Mad Overlord
 – **WIZ1.COM**
Wizardry – Knight Of Diamonds
 – **WIZ2.COM**
Wizardry – Legacy of Llylgamyn
 – **WIZ3.COM**
Wizardry – Return Of Werdna
 – **WIZ4.COM**
Wizardry – Heart Of The Maelstrom
 – **WIZ5.COM**
Wizardry – Bane Of The Cosmic Forge
 – **BANE.BAT**
Wizardry – Crusaders Of The Dark Savant
 – **DSAVANT.BAT**

Scenario Discs (Wizardry I – V)

The installer will install a disk image to your hard drive that will serve as your scenario disk. Therefore, despite the game's insistence that you must create one, you won't have to. However if at some point you want to get rid of your characters and saved game, and restart your game from scratch, simply press [M] in the opening screen to create a brand new scenario disc.

Transferring characters

You can't play Wizardry II or III without bringing a party of characters in from Wizardry I. You can transfer your characters from Wizardry I to Wizardry II, and from Wizardry II to Wizardry III. Simply follow the in-game screen instructions to move characters between those games.

Quick start parties

All of the games have quick-start parties that you can play if you prefer. This should really please those of you who just want to jump right into Wizardry II or Wizardry III, and those of you who grow bored with the time it takes to make a party. Just add the characters to your party and start a new game.

Copy protection

All of the Wizardry games have originally been copy protected in one form or another. We have removed these copy protections from the game for your ease of use. Since the programmers of the games went to quite some lengths to implement "hard-to-crack" protections at the time, we had some problems removing them completely. As a result "Bane Of The Cosmic Forge" will still ask you to enter a password while playing the game. However, no matter what password you enter, the program will ALWAYS accept it as a valid one.

Sound problems

"Bane of the Cosmic Forge" was created before Windows® 95, and as a result, it can cause some problems when playing with sound enabled. Therefore, if you are playing "Bane of the Cosmic Forge" under Windows® 95, please make sure to select "None" as the sound device when installing the game. If you prefer to play the game with all its sound effects, you should reboot your machine and run it in DOS mode.

Character editors, hacks and cheats

Utilities that allow you to edit your saved games and cheat the game until your heart's content exist on the Internet.

We clearly do not recommend you use them for several reasons: game balance, untested compatibility, etc.

Game speed

All the games in "The Ultimate Wizardry Archives" were designed for computers with much slower CPUs than are common today, and animation may be too fast or the games may even fail to load without speed compensation.

If you find Wizardry I to Wizardry V running too fast on your machine, simply use the "Alt-+" or "Alt--" keys to speed up or slow down the speed at which the program is running. This feature is not available in "Bane of the Cosmic Forge", "Crusaders of the Dark Savant" or "Wizardry Gold".
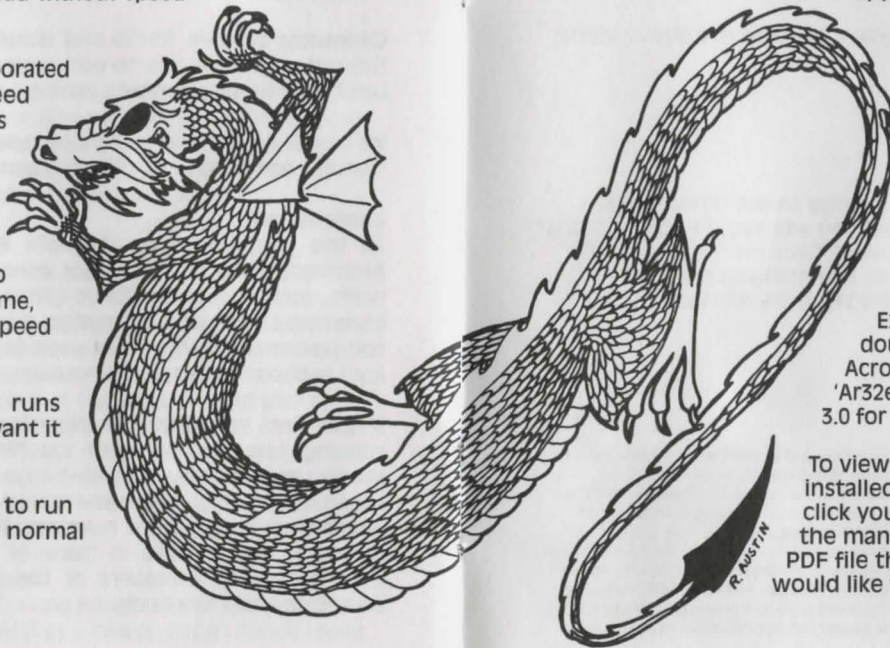
Mo'Slo™ CSSC

"Bane of the Cosmic Forge" and "Crusaders of the Dark Savant" were designed for computers with much slower CPUs than are common today, and animation may be too fast or the games may even fail to load without speed compensation.

To solve this problem we have incorporated Mo'Slo CSSC, a system speed compensator that tests your system's speed and retards it only as much as necessary to load and play these games. In rare instances it may be necessary to specify speed compensation manually. To do so you must add a speed switch **'/n'** to the command line that runs the game, where 'n' is the percent of system speed you want to run.

For Bane the command line that runs the game is 'bane.bat', for Dark Savant it is 'dsavant.bat'.

So, for example, the command line to run Bane of the Cosmic Forge at 5% of normal speed would be:

bane.bat /5

Mo'Slo CSSC has been customized for the games in the Wizardry Archives and will not work with other applications. For information about versions of Mo'Slo for general gaming and business applications, visit the Mo'Slo website at

http://www.hpaa.com/moslo

Adobe Acrobat

If you wish to view the manuals electronically, Adobe Acrobat 3.0 has been provided for you to do so. There are several ways to run Adobe Acrobat 3.0 from Windows® 95, follow the directions below:

Explore your Wizardry CD-ROM and double-click the Acrobat and then the Acrowin folder. Then double-click on 'Ar32e30.exe'. This will set up Adobe Acrobat 3.0 for Windows® 95 on your computer.

To view a manual with Adobe Acrobat 3.0 installed, select 'My Computer' and double-click your CD-ROM drive. Then double-click the manual's directory and double-click the PDF file that corresponds to the manual you would like to view.

To install Adobe Acrobat 3.0 from DOS, select your CD-ROM Drive (D: where D is the letter of your CD-ROM Drive). Then type CD ACROBAT at the prompt and press <ENTER>. Once in the ACROBAT directory, type CD ACRODOS and press <ENTER>. Then type INSTALL and follow the on-screen instructions to complete the installation.

This is how it will appear onscreen as you complete the above steps:

```
C:\>d:
D:\>cd acrobat
D:\acrobat>cd acrodos
D:\acrobat\acrodos>install
```

To run Adobe Acrobat 3.0 in DOS, first change to the directory you installed it into. Then type ACROBAT and you will begin Adobe Acrobat 3.0. Select the 'File' option and then 'Open'. Click on the drive letter that corresponds to your CD-ROM Drive. The manuals are located in the 'Manuals' directory on your Ultimate Wizardry Archives CD-ROM.