

IBM and Compatibles Data Card

OFFICIAL
Advanced Dungeons & Dragons[®]
COMPUTER GAMES



LIMITED COLLECTOR'S EDITION

System Requirements

The Dark Queen of Krynn: A minimum of 640K system memory is required. You need at least 540K of free memory to run the program and you need at least 570K of free memory to utilize all the features of the game. The game must be installed on a hard disk from a high density floppy drive, and requires a minimum of 4.2 megabytes of space on the hard drive.

Death Knights of Krynn: A minimum of 640K system memory is required. The mouse will not work with Tandy graphics. The game must be installed on a hard drive from a high density floppy drive and requires a minimum of 1.5 megabytes of available space on the hard drive.

Champions of Krynn: A minimum of 512K system memory is required, or 640K for mouse or Tandy graphics. The mouse will not work with Tandy graphics. The game must be installed on a hard drive from a high density floppy drive, and requires 1.5 megabytes of available space on the hard drive.

Installing the Games: Each of the games in the Dragonlance Limited Collector's Edition must be installed to the hard drive before you can begin play. CHAMPIONS OF KRYNN and DEATH KNIGHTS OF KRYNN have very similar installations. All three games can be installed by following these instructions:

1. To install the game place Disk 1 in any drive. Be sure this drive is the active drive.
2. Type **INSTALL** and then press Enter.
3. Follow all on-screen prompts.

You may reconfigure game settings at any time by reinstalling the game.

Note: In THE DARK QUEEN OF KRYNN, type **INSTALL -F** instead of **INSTALL** if you are reinstalling over a previously loaded game.

Getting Started Quickly: Use the pregenerated party of characters saved as Save Game A. These characters start at the beginning of the game, but they have already been outfitted with readied weapons, magic, and armor.

Set up the games as described in the sections below (use INSTALL to get the pregenerated party).

To begin the game, type **START**. Choose the LOAD SAVED GAME option from the Party Creation menu. The saved game appears after you choose the game you wish to play from the LOAD SAVED GAME menu. Load Save Game A. Choose BEGIN ADVENTURING.

Answer the verification question by finding the indicated word in the journal or rule book. Type the indicated word and press Enter. Do *not* count the headings when playing CHAMPIONS OF KRYNN and THE DARK QUEEN OF KRYNN. Note that you *do* count the headings when playing DEATH KNIGHTS OF KRYNN.

Refer to the sections on movement, combat, etc., in this data card or from the rule book or journal as needed.

Starting the Games

1. Boot your system normally with DOS 2.1 or greater.
2. Be sure the hard disk with the game is the active drive.
3. Change directory to the game's directory. Example: To change to the default directory in THE DARK QUEEN OF KRYNN type **CD\DQK** and press Enter.
4. Type **START** and press Enter.

Saving Games: If you are saving games to floppies, you need to format save disks before playing. Use the DOS FORMAT command (refer to your DOS manual for instructions).

Saved games are identified by letters. To save or recall a game you need only select the desired letter. Ten games may be saved to a standard 360K 5.25" disk or 720K 3.5" disk. High Density disks may also be used.

Transferring Characters: You can transfer characters from CHAMPIONS OF KRYNN to DEATH KNIGHTS OF KRYNN, and from DEATH KNIGHTS OF KRYNN to THE DARK QUEEN OF KRYNN. To transfer characters select the LOAD SAVED GAME option and

then choose the game you wish to transfer from. For example, if you are in THE DARK QUEEN OF KRYNN you would choose DKK to load a save game from DEATH KNIGHTS OF KRYNN into THE DARK QUEEN OF KRYNN. This loads all the characters with their equipment and money.

This same procedure applies to adding individual characters. To add characters choose ADD CHARACTER TO PARTY and then select the game you wish to transfer from. A screen with the name of all of the characters appears and can be loaded into the new party. Note: you must have previously *removed* (*not "dropped"*) the character from the party.

The only difference when using a floppy save game disk in the game is that the program will ask you to insert an appropriate save game disk. When it does, insert your save game disk in the save drive and select YES.

Mouse: To give commands using the mouse, point to the desired command and click with the left mouse button. The mouse is automatically supported if present.

Keyboard: To select a command using the keyboard, press the highlighted letter in that command.

Joystick: Select INITIALIZE JOYSTICK/MOUSE. You are asked questions concerning your joystick. Answer them and press EXIT to continue.

Moving Around: The party moves through the game in 3D, area/wilderness, and combat modes. Targeting spells and ranged weapons is similar to moving characters:

Keyboard Movement: The following keyboard controls are used for movement and targeting:

3D MOVE / ANY MENU			MOVE/COMBAT/AIM		
MENU UP	MOVE	MENU PG UP	7 ↖	8 ↑	9 ↗
TURN LEFT		TURN RIGHT	4 ←	5	6 →
MENU DOWN	TURN BACK	MENU PG DN	1 ↙	2 ↓	3 ↘

An entry in a vertical list may be highlighted by using the [Menu Up] (7) and [Menu Down] (1) keys on the keypad. If there are more entries in a vertical list than will fit in the window, scroll arrows appear on the right side of the window to move up and down the list a page at a time. The [Menu PgUp] (9) and [Menu PgDn] (3) keys on the keypad also page up and down a list. When altering a character's attribute scores, the Character Display acts as a vertical list.

Mouse Movement: The mouse is active throughout the game, and may be used for all input except to answer the copy protection question or to enter an amount of money.

To move in 3D mode with a mouse, click the mouse cursor at the edge of the display window in the direction you want to move. To move forward, click at the top of the window. To turn around, click at the bottom. To turn right or left, click on the appropriate side. To move in *area/wilderness* mode, click the location you want to enter and the party goes in that direction.

To use the mouse for combat targeting and movement, click the mouse cursor over the target square and the cursor moves to the target. If the target is off the screen, first select an intermediate square near the edge of the screen. Clicking a mouse button on the edge of the window scrolls the viewing area in the direction of the selected edge.

Mouse Movement Differences in THE DARK QUEEN OF KRYNN: The mouse pointer changes according to its usage. The different formats are:

Sword: select an option or an entry from a vertical list.

Arrow: show direction for movement/attack in combat, movement, or turning in the 3D mode.

Crosshairs: select targets during combat.

Shield: used when the mouse is not active.

IBM Combat Commands:

Esc: acts as an Exit from any menu. When moving in combat, it "takes back" the move. The function does not erase any damage taken during the move.

Alt/Q: sets all characters to QUICK (computer control).

Space: returns characters to normal control from QUICK.

Alt/M: toggles spells on/off for characters set to QUICK.

Alt/S: toggles sound on/off (may be used any time).

Alt/T: toggles music on/off (may be used any time).

Hint: If you find combat too easy or difficult, use the LEVEL option to alter your difficulty level.

Vault (DEATH KNIGHTS OF KRYNN and THE DARK QUEEN OF KRYNN only): To deposit items into the Vault, view a character's items, highlight the desired item, and use the DEPOSIT command. To deposit specific amounts of money, view the character, highlight the appropriate denomination, and use the DEPOSIT command. To deposit all of the party's money, choose the POOL command.

NOTE: When transferring characters from DEATH KNIGHTS OF KRYNN, the vault will not transfer. To transfer vault items, give the items to the characters you are transferring.

Spell Memorization: To memorize spells in Camp, select REST, then rest for the allotted time. If you wish to change the selection of spells to be memorized, choose the MEMORIZE option and do not keep the spells ready for memorization. Follow the rule book instructions for memorizing spells.

Copy Protection: To answer the verification question, find the indicated word in the Adventurer's Journal. Type the indicated word and press Enter. Do *not* count the headings when playing CHAMPIONS OF KRYNN and THE DARK QUEEN OF KRYNN. Do count the headings when playing DEATH KNIGHTS OF KRYNN.

Program Changes

This is a list of specific program changes to THE DARK QUEEN OF KRYNN that are different from DEATH KNIGHTS OF KRYNN.

In some areas of the game, the REST and FIX options are not available in the ENCAMP menu.

The LOAD option has been added to the ENCAMP menu. This allows you to load saved games at any point in the game. You no longer need to go to town to load a saved game, nor do you have to reboot your system.

There is no MOVE option. This option is no longer necessary.

Use discretion in selecting the races and classes of the characters in your party. Some combinations are at or near their class maximums at the beginning of the adventure.

Magic-users should have an intelligence of 18, and clerics should have a wisdom of 18. Otherwise, they will not be able to use the most powerful spells.

If you have an AdLib sound board, the digitized sound effects will come out of the PC speaker.

If you are using a mouse and you are modifying a character's name, you must use the Esc key to abort the change. The mouse will not work.

This is a specific program change to DEATH KNIGHTS OF KRYNN that is different from CHAMPIONS OF KRYNN.

The FIX command only heals the party. It no longer increments time to memorize spells. Use the REST command to memorize all spells.



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