Install Information

Betrayal at Krondor™ requires at least 15 Mb of hard drive space on a non-compressed drive. Each game you save (you can save as many as you like) will require 335,000 bytes.

Because of the size and complexity of *Krondor* you will also need at least 2 Mb of RAM, 590,000 bytes or more of free conventional memory, and 1,048,576 bytes of free expanded memory. To determine how much conventional and expanded memory you have, use the DOS MEM command. (At the DOS prompt simply type MEM [Enter]. Conventional memory is displayed as "largest executable program size" while your expanded memory will show up as "bytes free EMS.")

To get 590,000 bytes of free conventional memory you may need to load DOS into the high memory area of your extended memory. (You can alter the config.sys file with a word processor or using the text editors Edlin or Edit included with your version of MS-DOS®. Consult your MS-DOS® manual for information on how to use these programs.)

If you have trouble configuring your system to provide the necessary memory you may want to create a boot disk. See Boot Disk Instructions (following) for more information.

Additional tech help is available in the READ.ME file.

Installing Krondor to your hard drive

These instructions assume your are using floppy drive A: and hard drive C:. If not, please substitute the appropriate drive letters for A: and C:.

1. After booting your machine, insert Disk 1 of *Betrayal at Krondor* into drive A:.
2. Type: **A: [Enter]**
3. Type: **INSTALL [Enter]**
4. Select the drive you want to install *Krondor* on.
5. Follow the on-screen instructions.

NOTE: If the machine you are installing *Krondor* on is very slow or is using some form of disk compression software, the installation could take up to an hour. If your game seems to be excessively slow when loading or saving game files, your hard drive may be fragmented. There are several popular programs available (including DOS 6.0) that will remedy fragmentation of your drive. This could improve slow load times by as much as 50%. If game play seems slow, we strongly recommend using some sort of disk cache to improve speed.

Setting Install Preferences

The install program will do its best to decide what type of computer equipment you have, but sometimes you may wish to try other configurations. To modify the install program preferences, follow these steps.

1. Go to the *Betrayal at Krondor* directory on your hard drive. (You will probably have to type: **CD\DYNAMIX\KRONDOR [Enter]**, unless you installed the game to a different directory.)
2. Type: **INSTALL [Enter]**
3. From the Installation Choices menu, you may select any option you wish to change.
4. Follow the on-screen instructions.

NOTE: If you have already installed the game to your hard drive, modifying your preferences will NOT require you to copy the game from floppies again.

Creating a boot disk

If you select this option, the install program will attempt to create a boot disk for the game. If the boot disk is created successfully, you will be able to place it in your A: drive and launch directly into the game when you turn on your computer. A boot disk can be particularly effective in resolving problems related to insufficient memory, as well as conflicts with memory-resident programs.

When you are ready to create a boot disk, please have a blank floppy disk prepared to insert in your A: drive. The install program will prompt you through the process, format the floppy disk, and write all the necessary files. Due to the variety and complexity of hardware and software configurations, the install program may not be able to create a boot disk for all systems. (For instructions, see below.)

Running the game

To run the game type **KRONDOR [Enter]** from the *Krondor* directory on your hard drive.

Boot Disk Instructions

MOUSE.SYS file is located in a C:\MOUSE directory, the system will display a message like the following:

```
Directory of C:\MOUSE
MOUSE   SYS      55160     03-10-92 3:10a
MOUSE   COM      56408     03-10-93 6:00a
```

10. IMPORTANT NOTE: If you are using MS-DOS® 6.0 with Doublespace disk compression, please add the command below to the CONFIG.SYS. If you are not currently using the Doublespace disk compression utility, skip the command below and continue with step 11

you play a Sierra or Dynamix game will keep any TSR (Terminate and Stay Resident) programs from being loaded into memory.

Boot Disk Creator

Your program contains an option to create a boot disk automatically. To use this option, run the install procedure from either your game sub-directory or from your Startup/Disk 1 program disk and select the "Make Bootable Floppy Disk" option. Follow the on-screen prompts to complete the boot disk procedure. Once your boot disk is made, refer to the following "Trouble-Shooting Tips" section.

Create a Boot Disk

PLEASE NOTE: Use the format command with care to avoid erasing all stored information on your hard disk. Follow the instructions below exactly.

Formatting

From a Hard Disk

1. Insert a blank disk into drive A:
2. At the C: prompt, type: **FORMAT A:/S [Enter]**

- If your A: drive is a 3.5" high density drive and you are using a low density disk, type: **FORMAT A:/S/T:80/N:9 [Enter]**
- If your A: drive is a 5.25" high density drive and you are using a low density disk, type: **FORMAT A:/S/T:40/N:9 [Enter]**

3. Follow the DOS prompts.

From a Diskette Drive

1. Insert original MS-DOS system disk in drive A:
2. At the A: prompt type: FORMAT A:/S [Enter]
3. When prompted, insert a blank disk into drive A: and follow the DOS prompts.

NOTE: If you are going to use a mouse with your Sierra or Dynamix game, please refer to the following mouse driver section prior to making the boot disk.

Mouse Drivers

If the system does not locate a mouse, your mouse driver may have a different name or these files may not be currently installed on the system. Some other common names for mouse drivers are IMOUSE, GMOUSE, and HPMOUSE. The mouse driver files may also be copied directly from the floppy disk packaged with your mouse. For information on the proper name for your mouse, check the owners manual which came with your mouse.

2. Copying the Mouse Driver

Once you have located the mouse driver, you will need to copy it to the boot disk. In this step, we are assuming that the mouse drivers were located in the C:\MOUSE directory as shown in the step above. To copy the MOUSE.SYS file to the boot disk, type the following at the C:\ prompt: **COPY C:\MOUSE\MOUSE.* A: [Enter]**

Please substitute the appropriate path and file name for your mouse driver in the command line above. You should then see a message indicating that one or more files were copied.

3. Mouse Statements for the CONFIG.SYS & AUTOEXEC.BAT

The following are examples of statements that are required to be added to either the CONFIG.SYS or the AUTOEXEC.BAT for the automatic loading of the mouse driver. NOTE: Do not place a mouse statement in both the CONFIG.SYS and AUTOEXEC.BAT, only one option is required.

THE CONFIG.SYS FILE: (If MOUSE.SYS was copied to the boot disk) Type:
DEVICEHIGH=MOUSE.SYS

THE AUTOEXEC.BAT FILE: (If MOUSE.COM was copied to the boot disk) Type: **LH MOUSE**

Refer to your mouse manual for further information on how to install your mouse driver. You may also call or fax Sierra Technical Support for assistance.
U.S. Tel: (209) 683-8989
Fax: (209) 683-3633
U.K. Tel: (44)734 303171

DEVICEHIGH=C:\DOS\DBLSPACE.SYS [Enter]

11. Press the [F6] key, then press [Enter]. A "^Z" should appear and you should see the message: 1 File(s) copied.

Next create an AUTOEXEC.BAT file for your boot disk.

Create an Autoexec.bat file

For 386 or 486 Computers (For MS-DOS® 5.0 and above)

1. Type: **COPY CON AUTOEXEC.BAT [Enter]**
2. Type: **PROMPT PG [Enter]**
3. Type: **PATH=C:\DOS [Enter]**
4. If you are using the MOUSE.COM file to load your mouse, add the following line to the AUTOEXEC.BAT: **LH MOUSE [Enter]**
5. Press the [F6] key, then press [Enter]. You should see the message: 1 File(s) copied.

IMPORTANT!! After you have created a boot disk, you must REBOOT your computer. Place the boot disk in drive A: and press **[Ctrl]-[Alt]-[Del]** at the same time. Your computer will now reboot, with A: as the default drive. Type **C: [Enter]** to change back to your hard disk. Then type **CD DYNAMIX [Enter]** to change to the Dynamix directory. Follow the instructions to start the game, and have a great time!

Boot disk instructions for other DOS formats are available for downloading from the Sierra BBS (U.S. 209-683-4463 or U.K. (44) 734 304227). The file below contains instructions for a variety of systems. After downloading this file, select the set of instructions that will match your system best.
BBS file name: BDALL.EXE

Trouble-Shooting Tips

If you have created a boot disk and booted your system with it before playing a Sierra or Dynamix game and still have problems, something else may be wrong. Following are some trouble-shooting recommendations from Sierra's Technical Support Department.

Mouse Drivers

Fax: (44)734 303201

If you will be using a mouse to play your Dynamix game, you must copy your mouse driver onto your boot disk. There are two types of mouse drivers available: MOUSE.SYS and MOUSE.COM. The following is a step by step instruction on locating and loading the mouse driver in either the CONFIG.SYS OR AUTOEXEC.BAT file.

1. Locating the Mouse Drivers

If you do not know where the MOUSE.SYS or MOUSE.COM files are located, the command below will assist you in the locating these files. For users of DOS 5.0 or above, type the following at the C:\> prompt: **DIR \MOUSE /S [Enter]**

This command will allow you to search all sub directories for a file called mouse. If the system locates a file called mouse, it will display the path where the mouse files are located. For instance, if the

Create a Config.sys File

For 386 or 486 Computers (For MS-DOS® 5.0 and above)

1. Insert a formatted blank disk into Drive A:
2. Type: **A: [Enter]**
3. Type: **COPY CON CONFIG.SYS [Enter]**
4. Type: **DEVICE=C:\DOS\HIMEM.SYS [Enter]**
5. Type: **DEVICE=C:\DOS\EMM386. EXE RAM 1024 [Enter]**
6. Type: **DOS=HIGH,UMB [Enter]**
7. Type: **FILES=30 [Enter]**
8. Type: **BUFFERS=30 [Enter]**
9. If you are using the MOUSE.SYS file to load your mouse, add the following line to the CONFIG.SYS: **DEVICEHIGH=MOUSE.SYS [Enter]**

- Boot your system with the boot disk you created.
- Reinstall the game under a boot disk environment.
- If you experience any form of program hesitation or lockups during game play and are using a Sound Blaster or compatible sound card, try the following temporary solution. For Sound Blaster or compatible sound card users, run the install procedure from the game sub-directory and select "Ad Lib" or "PC Internal Speaker" for music. Please Note: This temporary solution does not give you the option to hear sampled sounds or speech that may be available in your game. For a permanent solution to sound card problems call Technical Support at Sierra On-Line or your sound card manufacturer.
- If you continue to encounter difficulties with your program, contact Sierra On-Line's Technical Support.

Getting Started

After the introduction, take a few steps forward (left click on the up arrow on the movement cursor, or use the up arrow on your keyboard) and left click on the dead Moredhel (Haseth) laying on the ground. When the inventory screen appears, move your cursor to the picklocks item and press and hold your left mouse button. Drag the item down to the crystal globe on the left (Seigneur Locklear) and release the button. Since there are several picklocks in the pouch, you have the option of distributing them as you see fit using the menu that appears in the inventory window; but for now go ahead and click on the **All** button at the top. Click on the same globe with your left button to display Locklear's inventory (his globe is highlighted) you will see that he now has the set of picklocks. To "examine" the picklocks more closely click on them with your right button. (To transfer them back to Haseth, you would drag them to the body icon in the lower right portion of the screen.)

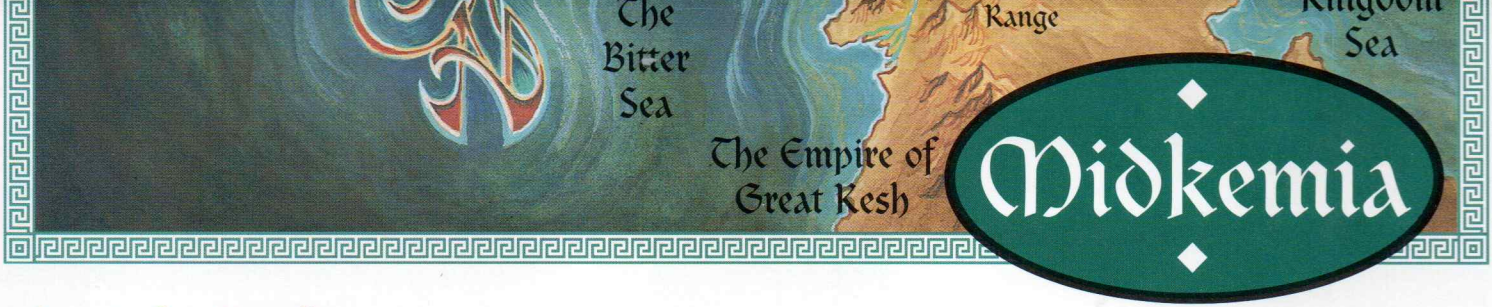
Now click on the body icon with the left button to retrieve the remaining packet of rations from Haseth's body. Drag them down to any character, but when the transfer menu comes up this time, select the SHARE WITH PARTY button to distribute the rations evenly amongst your party members. Left click on the **Exit** button to return to the travel screen and you're on your way. Good luck and Godspeed!

FINAL NOTES:
Don't be afraid to use weapons or armor designed for another race, the penalty is only about a three percent decrease in damage and accuracy.

Some items (i.e. Weedwalkers) will be used immediately when placed in a character's inventory. Others, like the herbal pack, will not function until you actually USE them. (NOTE: An herbal pack will last for 24 hours.) To know how to use an item pay close attention to the item descriptions (click on them with your right mouse button) and experiment!

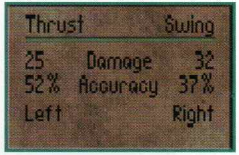
It is easy to get disoriented when starting out. Be sure to keep an eye on your compass heading and use the FULL MAP option frequently. (The triangular party icon will tell you where you are in the world, and what direction you are heading.)


The Great Northern Mountains
Northlands
Sar-Sargoth
Caern
Raglan
Harlech
Wyke
Northwarden
Armengar
The Teeth of the World
Dencamp-on-the-Teeth
Elvandar
Highcastle
Kenting Rush
Tyr-Sog
Wolfram
Caldara
Yabon
Eldpoint
Loriel
Cavall Keep
The Grey Towers
LaMut
Prank's Stone
The Green Heart
Zūn
The Kingdom
Hawk's Hollow
Sloop
Romney
Questor's View
Dimwood
Tanneurs
Sarth
Sethanon
Eggley
Lyton
Silden
The Endless Sea
The Kingdom of Queg
Darkmoor
Malac's Cross
Krondor
Sorcerer's Isle
The Grey



Quick Reference

Combat Screen

button	*hotkey & description*
	C Cast a spell
	S Shoot crossbow (Must have crossbow & quarrels)
	M Display more quarrel types (if available)
	F Retreat (or flee) from combat
	D Attempt defense for one turn
	V Assess (or view) an enemy opponent
	R Rest character for one turn
	A Turn on auto-combat mode
	Resume control of combat from auto combat
	**Left click** to thrust **Right click** to swing (Must be next to enemy)

G — Turn combat Grid on/off

[Ctrl] Q — Quit game & return to main menu

Inventory Screen

button	*hotkey & description*
	U Use the selected item (Some items can be used by dragging to another item)
	[Esc] Exit inventory
	[Spacebar] Display statistical information about an item
	D View party's keys
	D Drop selected items in bag
	D **Left click** to display objects for sale, or **drag** items from a character's inventory to sell them to a shopkeeper

Map Screen

button	*hotkey & description*
	F Display full map of Midkemia
	M Return to the main travel screen display
	[Page Up] Zoom out, move further from map for broader view
	[Page Down] Zoom in, move closer to ground for more detailed look

Travel Screen

button	*hotkey & description*
	R Follow road automatically
	R Stop automatic road mode
	C Cast a spell
	E Encamp (rest)
	M Display overhead map
	B Save game to BOOKMARK file (First select a directory)
	O Access game options
	**Left click** to "use" objects, enter places **Right click** to "examine"

General Buttons & Hotkeys

[Esc]	Escape or exit from some screens
[Ctrl] Esc	Quit to DOS prompt

↑ Move forward

← Rotate Left



→ Rotate Right

Move back ↓

 Button not currently available.



1 2 3 — for inventory

[Shift]-1 [Shift]-2 [Shift]-3 — for ratings, etc.

Left click to access current character's inventory
Right click to see character stats
(Transfers may be made to adjacent characters)

Notes on Other Screens

Encamp Screen

Highlighted stone indicates time of day.
Left click stone to camp until that time.
Camp Until Healed — Party will rest until everyone reaches at least 80% of total Health/Stamina.

Spellcasting Screen

Left click symbol button to change spell groups.
Left click glyph to select a spell.
Left click stone (if necessary) to choose Health cost. (higher cost = greater power)

Puzzle Screen

Left click tumblers to spell out puzzle answer.

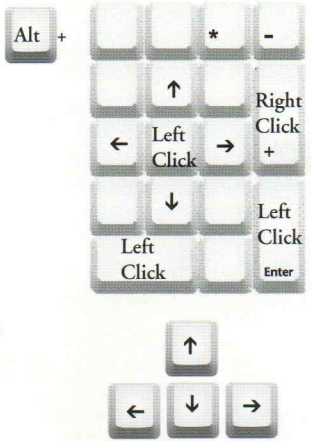
Stat Screen

Left click picture to view the next character's stats.
Right click picture to read background info about character.
Left click sword handle to "emphasize" or "deemphasize" learning a skill.

Keyboard Play

Though we recommend using a mouse, *Betrayal at Krondor* can also be played using your keyboard. Hold down the [**Alt**] key and move your cursor around the screen using either the arrows on the numeric keypad (**8** up, **2** down, **4** left, **6** right), or by using the four **directional arrows**. This mode emulates mouse functions, with the **5** or **0** keys being equivalent to a **left click**, and the **+** key working as a **right click**. You can also use the [**Enter**] key to emulate a **left mouse click** on some screens.

There is a second mode available by holding down the [**Ctrl**] key instead of [**Alt**]. The cursor will now jump from hotspot to hotspot in response to directional key presses.



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