

Amiga Data Card  
**Advanced  
Dungeons & Dragons**<sup>®</sup>  
COMPUTER PRODUCT

**DEATH KNIGHTS OF KRYNN**

**System Requirements:** This game will run on any Amiga computer with a minimum of 1 Megabyte of RAM, a single floppy drive, and a monitor. It is compatible with Workbench versions 1.2, 1.3, & 2.0. You can use either the keyboard and/or a mouse. The joystick is not supported.

**USERS PLAYING FROM FLOPPIES MUST BACKUP THE ORIGINAL DISKS AND PLAY OFF OF THE COPIES.**

**MAKING BACKUPS:** To back up your disks, refer to the owner's manual that came with your Amiga. Instructions can be found under the heading 'Copying Disks'. Refer to the index for the exact page number in your manual. Delete the words 'copy of' from the name of the backup disks. Put the originals away for safekeeping and play off of the copies.

**HARD DISK INSTALLATION:** You will need at least 1.5 Megabytes of storage space on your hard drive.

Install 'Death Knights of Krynn' on your hard disk by inserting 'Disk One' in any floppy drive. Double click on the disk icon to open it up, and then double click on the icon titled 'HDInstall'. A window will open on the Workbench screen. In the window is a text box where you can specify the name of the destination for the installation procedure. The game will be saved to 'DH0:DeathKnights' unless you specify another name. At this point you may customize the name of the folder, or change the name of the hard drive (if, for example, your hard drive is named something besides DH0:). Follow the on-screen prompts until both floppies have been copied to your hard disk. If you run out of space while installing the game, you can choose the 'Cancel' option and reinstall after making space on your hard disk.

**MAKE SURE YOU REMOVE THE ORIGINAL DISKS, AND CLOSE ALL OPEN WINDOWS BEFORE YOU CONTINUE.**

**TRANSFERRING CHARACTERS OR SAVED GAMES FROM 'CHAMPIONS OF KRYNN':**

**Floppies:** First, rename your old 'Champions' save disk to 'COK'. Then, while loading, at the prompt 'From where', choose 'Champions', and insert your old 'COK' save disk when prompted.

**Hard Drive:** There is an icon called 'AssignCOK' in the game directory. You must drag this icon into your old 'Champions' directory, and double-click on it before you try to load the 'Champions' saves. (NOTE: You will have to do this anytime you want to load old 'Champions' characters. We suggest that you translate all your old characters [or saved games] into the new 'Death Knights' format at one time.)

## TO START THE GAME:

Turn on your monitor and follow the instructions for your system:

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**Floppy Disk:** Insert your copy of 'Disk One' into the internal drive and then turn on the computer. Whenever the computer prompts you to change disks, place the correct disk in the drive and the Amiga will automatically continue the game. (Use a Kickstart Disk first, if necessary.)

**Workbench (Floppies):** Run the game from the Workbench by inserting your copy of 'Disk One' in any drive and double clicking on the 'Game' icon.

**Hard Drive:** If you have just installed the game, make sure and remove the original diskettes and put them away. Play the game by opening the directory containing the game and double clicking on the icon called 'Game'. (There will be a delay of 5-10 seconds while the game initializes. **Do not click on the game icon during this time**, or you will have 2 versions of the game running at once.)

**CLI (or Shell):** Use the 'CD' command to change to the disk or directory where the game is located. Then type 'Game' and press the Return or Enter key.

## GETTING STARTED QUICKLY

If you don't want to make your own party of characters to play with, there is a pre-generated party included on the disk labeled 'Disk Two'. Floppy disk users will have to insert 'Disk Two' into DF0: when prompted to insert their save disk. Hard disk users will find the party already in their save directory.

## COPY PROTECTION

To answer the verification question, find the indicated word in either the Adventurer's Journal or Rule Book. Make sure you count the red subtitles. Type in the indicated word and press Return or Enter.

## SAVING YOUR GAME

Floppy users must have a blank formatted floppy to save onto. You may save the game at any time by **ENCAMPING** and choosing the **SAVE** option from the **CAMP** menu. You are only allowed 10 saves per disk. Hard disk users will only be able to save onto their hard drive.

## CONTROL

**Mouse:** You can use the mouse at any time. To give commands with the mouse, move the pointer over the option you wish to choose, and double click the **Left Mouse Button**. In some menus, you may have to click once on the item to highlight it, and then click on **SELECT** at the bottom of the screen.

When using the mouse, you will still need to use the keyboard whenever numbers or letters need to be entered. Examples of this include: entering passwords, answering verification questions, and taking or trading treasure.

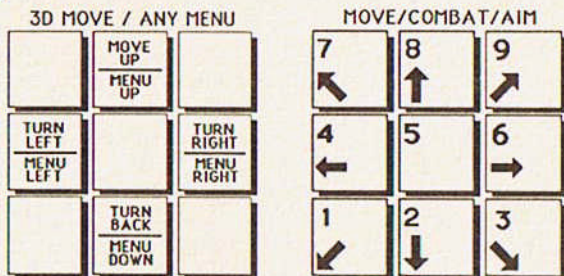
**Keyboard:** To select a command using the keyboard, either press the highlighted letter in the command, or use the cursor keys to highlight the command, and then press the Return or Enter key.

**Using Menus:** Most options in the game are selected from horizontal and vertical menus. Horizontal menus generally select actions such as readying items. Vertical menus generally select the item to be acted upon, such as the weapon to be readied.

To access menus with the keyboard, use the up and down cursor keys for vertical menus and the left and right keys for horizontal menus. Press Return or Enter to make selections.

**Moving:** The party will move through the game in three modes: 3D/Area, Combat, and Overland. To move, first select the move option from the bottom of the screen and then issue the appropriate commands. (Targeting ranged weapons during combat is similar to moving characters.)

**Keyboard Movement:** The following keyboard controls are used for movement and targeting: (You may also use the four arrow keys on the keyboard.)



**Mouse Movement:** To move in the 3D/Area mode with the mouse, click the mouse at the edges of the display window in the direction you want to move. While the pointer is in the 3D window, the pointer shape will change to show which direction you'll move when you press the button.

To use the mouse for Combat targeting and movement, click the mouse cursor over the target square and the cursor will advance towards the target. If the target is off the screen, first select an intermediate square near the edge of the screen. To move in combat, choose the MOVE option and click on the square you want to move to.

Overland movement with the mouse is identical to combat movement.

**Keyboard shortcuts:** The following keys perform special functions not mentioned in the Rule Book or Adventurer's Journal:

**ESC:** will 'take back' a move. The function will not erase any damage taken during the move. Clicking the Right mouse button is the same as the ESC key.

**ALT/S:** Toggles sound effects on/off (may be used any time).

**ALT/M:** Disables the players magic abilities during QUICK combat.

**ALT/Q:** sets all characters to QUICK combat (computer control).

**<SPACE>:** returns all characters to normal control from QUICK.

### **IMPORTANT HINTS:**

If you find combat too easy or difficult, you can alter the level of play using the LEVEL command (Rule Book page 8).

During combat, enemy names will be displayed in yellow. The names appear on the right side of the screen whenever the cursor is over a character in your line of sight (one the player character can see). If you can't target the character, the name will not appear.

**Weapons:** Each character should carry more than one type of weapon. When you get a combat result of "0 DAMAGE" it means that the enemy you are trying to hit could be immune to non-magic weapons, or, like skeletal warriors, they take half damage from edged or pointed weapons - use a mace, or other blunt instrument, against these guys.

**Levels:** When characters are ready to advance a level, the color of their name will turn purple.

### **Game Hints:**

Don't forget to spread out your party members in combat and take advantage of terrain. The party will be vulnerable to area effect spells like Fireballs and Ice Storms when grouped together.

Be wary of enemy spell casters, and target them first. Sometimes, it is best to target the enemy party with a Fireball immediately to prevent the magic users from casting spells in the first round. Have lots of magic missiles ready to blast spell casters as they begin casting.

The sheer number of enemy magic users will make initiative very important (you'd better get your spells off before the enemy, or else your party could be overwhelmed). Make sure all your spell casters have a high Dexterity, then they will have a better chance of going first.

Watch out for the undead, as their touch can drain levels. As you lose levels, you lose Hit Points AND magic users lose spells. If your levels are drained, use a RESTORATION spell, or go to your nearest temple for a little divine healing.

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