LTF Abandonware France

Wizardry®



Le vieux manuel

KNIGHT OF DIAMONDS

THE SECOND SCENARIO

PLAYER'S GUIDE

SIR-TECH

Téléchargé sur Http://www.abandonware-manuels.org

LTF Abandonware France

Playing Knight of Diamonds

Before playing Knight of Diamonds, you must do two things:

- Make copies of your Master Diskette(s).
- Move any characters with whom you wish to adventure, from another Wizardry Scenario to Knight of Diamonds. These characters should be at least 13th level to have a chance of surviving.

You cannot create new characters in Knight of Diamonds - you must use characters you have adventured with in other Wizardry Scenarios.

Making copies of your Master Diskette(s)

Depending upon your computer, the Knight of Diamonds game will contain one or more Master Diskettes. The very first thing you must do is make copies of these diskettes. You will need one blank diskette for each Master Diskette in your package.

- IMPORTANT: You cannot play Knight of Diamonds on your Master Diskettes.

The first time you play Knight of Diamonds, you will have to start the program with your Master Diskette. Find the diskette labeled "Boot Diskette" and insert it into your computer's first disk drive. Turn the computer on, and wait for the title page screen to appear. At this point you will have two options: **M**AKE SCENARIO DISK and **S**TART GAME.

Press **M** to make a scenario diskette. You will first be asked how many disk drives you have. Press **1** or **2**. If you have only one disk drive, you will have to swap diskettes in and out of the drive in order to make the copy.

Next, follow the series of directions that ask you to place diskettes in disk drives. Follow the directions carefully. When you are asked to insert a MASTER DISK, the program wants to see one of the diskettes supplied in your package. If you are asked for a BLANK DISK, you should insert a diskette you have supplied. The program checks to make sure that you inserted what it wanted. If you made a mistake, it will inform you and repeat its request.

- You don't need to format the blank diskettes.
- If the blank diskette you supplied has data on it, you will be asked if you really want to use it. If you do, all the information that was on the diskette will be erased.
- If there is a problem and the copying cannot be completed, you will be informed. Try again with a new blank diskette.
- Master Diskettes are permanently write-protected (they don't have a notch) so they cannot be written to.

Le Vieux Manuel

Téléchargé sur Http://www.abandonware-manuels.org

LTF Abandonware France

If your package contains more than one Master Diskette, you should make a copy, using the MAKE SCENARIO option, of each diskette. You will note that each Master Diskette's label has an "A", "B", "C", etc. printed in the corner. When you label your Scenario Diskettes, you should include that letter on the label so you can tell them apart.

- The "Boot Diskette" is always Master Diskette "A".
- Always remember; Master Diskettes are the diskettes supplied in the Knight of Diamonds game package. Scenario Diskettes are copies of these diskettes made by you. You always play on Scenario Diskettes, never on your Master Diskettes.
- Always use the MAKE SCENARIO DISK option to make copies of your Master Diskettes. Other programs (such as a copy utility) can copy the diskettes incorrectly.
- After you have made copies of your Master Diskettes, put all but Master Diskette "A" (the "boot" diskette) away in a safe place. You need to insert Master Diskette "A" into the disk drive briefly each time you play Knight of Diamonds.

Starting the Game

When you have made your Scenario Diskettes, turn off your computer, place Scenario Diskette "A" (not Master Diskette "A") in the first disk drive, and turn the computer on again. When you see the title page, press S to START GAME.

You will be asked to briefly insert Master Diskette "A". After you do this, reinsert the Scenario Diskette you just removed and the program will place you in the center of the Castle.

- If your package contains more than one Master Diskette, insert Master Diskette "A" when asked to insert the Master Diskette.

Multiple Diskettes

Some computers use disk drives that do not have the capacity to hold the entire Knight of Diamonds program. To run Knight of Diamonds on these computers, we have split the program onto multiple diskettes.

Occasionally, when you are playing, the program will require information not on the diskette being used. When this happens, a window will pop up, and you will be asked to insert another diskette. Each diskette is identified by a code letter; the first diskette is Scenario diskette "A", and so on. So you might be asked to INSERT SCENARIO DISKETTE "A", for example. Remove the diskette, replace it with one required, then press RETURN. If you insert the wrong diskette, the error will be detected, and you will again be asked for the correct diskette.

Le vieux Manuel

Téléchargé sur Http://www.abandonware-manuels.org

LTF Abandonware France

- If you have two or more disk drives, each disk drive will be checked for the new diskette. This means that in many cases you will be able to play without any diskette shuffling.

Transferring your characters.

To move your characters to or from another Wizardry Scenario, go to the EDGE OF TOWN, enter the UTILITIES, and select the MOVE CHARACTERS option. Follow the instructions presented to move your characters onto your new diskettes.

- To prevent characters from being erased from the source diskette, write-protect it before usage. If you do this, remember to remove the write-protect tab after making the transfer.
- IMPORTANT: you can't use this option to move characters between diskettes made for different types of computers.

Backing up your characters

Nothing is more frustrating than spending several hours helping your favorite characters reach a new level of achievement, only to have the family dog gobble the diskette upon which they reside. Fortunately, it's easy to make backup copies of your characters. To do this, place a write-protect tab on the Scenario diskette "A" that contains your characters, then enter the MAKE SCENARIO DISK option and use it to copy this disk. When you are asked to insert a MASTER DISK, insert your write-protected Scenario diskette instead. In a few minutes, you'll have an identical copy of your characters. Be sure to put the new copy away in a safe place.

- Don't forget to remove the write-protect tab after you are finished making the copy, otherwise any new achievements by your characters will not be recorded properly.
- Another way to make backup copies of your characters is to make a new, blank, Scenario diskette, and then use the MOVE CHARACTERS option in the UTILITIES to move your characters onto it. Remember to write-protect the source diskette so that the characters are not removed from it.

Important Notice for 3 1/2'' Drive Owners: 3 1/2'' vs 5 1/4'' Diskettes

Some new computers, especially those from Tandy, may have both 3 1/2'' and 5 1/4'' disk drives installed. Since both the Master Diskette and the Scenario Diskette must be inserted in the same disk drive while starting Wizardry, they must both be the same sized Diskette.

When you Make a Scenario Diskette, select 1) Drive rather than 2) Drives. If you attempt to Make a Scenario Diskette of the wrong size, Wizardry will remind you to make a One-Drive copy.

Téléchargé sur Http://www.abandonware-manuels.org

LTF Abandonware France

New Features

The new release of Knight of Diamonds has many new enhancements. If you own an older version of "Proving Grounds" (on the IBM PC or Apple II), the new style of the Wizardry gaming system will be a little unfamiliar at first. The user interface now uses multiple overlapping windows. Selections are still made by pressing keys (in most cases, the traditional keys), and all of your options are presented in menus on the screen. Many new features have been added to make the Wizardry gaming system easier and more fun to play.

- You can now **Q**UIT an expedition while in the Maze, and at a later date **R**ESTART the expedition right where you left off.
- The Maze display fills the entire screen.
- You can toggle the various Maze windows **O**N and **O**FF. You can also flip the **S**TATUS window on and off separately. This lets you see more of the Maze.
- Patterns are now used to identify stairs, messages, special objects and darkness on the maze floor and walls.
- You see graphics for all the monster groups that you are fighting, not just the frontmost one.
- You only need to type the first few letters of a spell name in order to cast it. If what you type is ambiguous you'll be asked to select the spell you wanted from a list.
- The Utilities are now "inside" the program, available at the **E**DGE OF TOWN. In the Utilities, you can **M**OVE CHARACTERS, **C**HANGE NAME, or **R**ESTART AN "OUT" PARTY.
- You can now **D**IVVY GOLD in the TAVERN. This option splits the party's gold evenly among the party members.
- **P**OOL GOLD is now available in the Gilgamesh's Tavern, Adventurer's Inn and Boltac's Trading Post.
- Many menus now have default choices you can select by pressing **RETURN**. If a menu choice is a default, instead of a ")" after the first letter in the entry, you will see a "↵". One place this is especially handy is Combat; when entering your commands, for the first three characters the default is **F**↵IGHT, and for the second three it is **P**↵ARRY.

We hope you will enjoy the new look of Wizardry.

Téléchargé sur Http://www.abandonware-manuels.org

LTF Abandonware France

Wizardry® I

KNIGHT OF DIAMONDS

Briefing Materials

The staff of Gnilda was the first example of its creator's forging skill. When properly used, it rendered the City of Llylgamyn invulnerable.

The staff projected a force field totally impervious to any physical or magical attack. Those who wanted to threaten Llylgamyn could not approach the city, while those who came with good will could enter and leave freely. It was the perfect defense, but it had one fatal flaw . . . those born in Llylgamyn were unaffected by the staff. Thus it was possible for the evil Davalpus, aided by the forces of darkness, to seize the throne of Llylgamyn and slay the royal family. Fortunately, the young Princess Margda and her brother Prince Alavik survived the royal coup.

Margda and Alavik both knew that there was but one hope of defeating Davalpus. Together they retrieved the fabled armor of the great hero, *"The Knight of Diamonds"*. Alavik, wearing the mystical garb, and carrying the staff, engaged Davalpus in an epic battle in the castle of Llylgamyn. Davalpus fell, but with his dying breath uttered a curse so unspeakable that it brought the castle down around the two combatants. All that was left was a smoking hole in the ground. Davalpus, Alavik and the staff were gone. If it is not returned, the city will fall!

Please refer to the *Wizardry* manual you received with the first scenario for the disc warranty, disclaimer and password notice. Before you begin please return your warranty registration card to activate your warranty.

Knight of Diamonds © Copyright 1982 by Andrew Greenberg, Inc. and Robert Woodhead, Inc.
All rights reserved.

Wizardry is a registered trademark of Sir-tech Software, Inc.

SIR-TECH SOFTWARE INC.
P.O. BOX 245
OGDENSBURG, NEW YORK 13669
315-393-6633

Le vieux manuel

Téléchargé sur Http://www.abandonware-manuels.org

LTF Abandonware France

The Wizardry Hotline

Whatever computer you are using to play Knight of Diamonds, it is possible to find yourself at an impasse. Perhaps you aren't able to solve a riddle, or maybe you can't find a needed item of treasure. Don't worry: the Wizardry Hotline is standing by to give you the help you need.

Hotline assistance is available from 4 to 8 pm on weekdays, and from noon until 6 pm on weekends and U.S. Federal holidays (all times Eastern time zone). Just dial (315) 393-6633 and ask for the Wizardry Hotline. (Sorry, we can't accept collect calls.) The Hotline operator will be happy to answer any game-related questions.

For the Best Service. . .

Please return your warranty registration card. Doing so will guarantee you the fastest possible repair or replacement of a damaged Knight of Diamonds diskette. It also entitles you to be notified of new Wizardry products as they are released.

Le Vieux Manuel

Knight of Diamonds Copyright 1982-1987
Andrew Greenberg, Inc. and Robert Woodhead, Inc.
All Rights Reserved.
Wizardry is a registered trademark of Sir-Tech Software, Inc.

SIR-TECH
Sir-tech Software, Inc.
P.O. Box 245, Charlestown Ogdensburg Mall, Ogdensburg, NY 13669
315-393-6633

KOD001 2/87 Printed in U.S.A

Téléchargé sur Http://www.abandonware-manuels.org