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MS/PC-DOS System's Reference Card

CRUSADERS OF THE DARK SAVANT

Wizardry has its own installation program that will help you to install *Crusaders of the Dark Savant* on to your computer's hard disk. Before beginning the program, please be certain that you have at least 6.5 megabytes of space free on your hard disk. To install Wizardry, follow the directions below:

1. Put disk A in your floppy source drive and log on to that drive (type **A:** or **B:**).
2. Type **VINSTALL** to begin the installation program.
3. **SOURCE DRIVE:** The source drive is the same drive you put the disk into in step 1.
   a. DISK DRIVE TYPE: Select the type of disk you will be installing Wizardry from. Press RETURN to toggle between the options.
   b. DRIVE NAME: Select the drive name (typically A: or B:) you will be installing from. To change the default drive name, press RETURN, backspace over the current drive name, and type in the correct drive name. Press RETURN again to accept the drive name.
   c. PATH or DRIVE #2: Select the path or additional drive where Wizardry can be found. *If you are installing from the original master disks, leave this field blank.* To change the path or drive #2, press RETURN, backspace over the current path or drive #2, and type in the correct path or drive. Press RETURN again to accept the path or drive #2.
4. **DESTINATION DRIVE**: The destination drive is the drive Wizardry installs to.
   a. DISK DRIVE TYPE: Wizardry must be installed to the default listing, your computer's hard drive.
   b. DRIVE NAME: Select the drive name (typically C:) you will be installing to. To change the default drive name, press RETURN, backspace over the current drive name, and type in the correct name. Press RETURN to accept the drive name.
   c. PATH or DRIVE #2: Select the path where Wizardry will be installed. The default listing is C:\DSAVANT. To change the path or drive #2, press RETURN, backspace over the current path, and type in the correct path or drive. Press RETURN again to accept the path or drive.
5. **MEMORY EXPANSION:** Wizardry takes advantage of any extra memory or RAM disk your computer may have.
   a. EMS (Expanded Memory): Press RETURN to toggle between YES or NO.
   b. RAM Disk: Press RETURN to toggle between YES and NO. If you have a RAM disk, press RETURN on the field, enter the name of the RAM disk, for example E:, and press RETURN again to accept the name.
6. **GRAPHIC MODE:** Wizardry supports both 256-color VGA and 16-color EGA. You may toggle the mode depending on your computer's capabilities.
7. **VIDEO ADJUSTMENT:** Wizardry allows you to change the brightness and the contrast of its graphics. To change either field, press RETURN, and enter the number (degree) to change the brightness or contrast. If this is your first time playing Wizardry, we recommend you change the brightness or contrast once you've had a chance to see Wizardry on your screen. You can do so through the CONFIGURATION option inside the game.

•INSTALLATION CONTINUES INSIDE •

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INSTALLATION CONTINUED FROM FRONT COVER

8. **MOUSE:** Press RETURN to toggle between YES and NO.
9. **SOUND:** Wizardry supports the Covox Sound Master, Covox Sound Master II, Covox Voice Master, Sound Blaster, PC internal speaker (sound effects) and Ad Lib Board. Some sound boards, other than those listed above, can support only sound effects or only the soundtrack, but not both. Press RETURN to toggle between the options.
10. Select **FULL INSTALL** to begin the installation. If you are just changing options, select CONFIG ONLY, or use CONFIGURATION while playing. ABORT INSTALL exits the installation program.
11. Type **WIZARDRY** to play.

Adjusting Your CONFIG.SYS File

For optimum performance, Wizardry needs room for 20 files open within your system and a minimum of 8 buffers. Using any standard editing program, add the following lines to your CONFIG.SYS file: **FILES=20** and **BUFFERS=8.** If you *do not have* a CONFIG.SYS file, you may create one by following these commands:

1. From the root directory of your hard drive, type **COPY CON CONFIG.SYS.**
2. Type **FILES=20** and press **RETURN.**
3. Type **BUFFERS=8** and press **RETURN.**
4. Press the **CTRL** (the control key) and **Z** followed by **RETURN**.

Memory Requirements

Crusaders of the Dark Savant requires least 577K (590,848) bytes free. There are several ways you can free up some memory. These ways are listed below:

1. Create a separate boot up disk with a minimum configuration, and boot your computer with this disk before playing. To create a separate disk, follow these directions:
   a. Put a blank diskette into your floppy A: drive.
   b. Log on to your C:\DOS directory (or where your DOS files are located).
   c. Type FORMAT A:/S. This will format the disk and transfer system files.
   d. Log on to the A: drive (type **A:**) and follow the directions in "Adjusting Your CONFIG.SYS" above to create the environment Dark Savant needs.
   e. You may also copy your AUTOEXEC.BAT file to the boot up disk (to load mouse drivers, for example). Be certain to remove unnecessary memory resident programs.
2. Remove some or all memory resident programs from your AUTOEXEC.BAT file using any standard editing program and/or many word processors. If you prefer not to remove the memory resident programs completely, but wish to deactivate them, insert the word ECHO before the program's name. Remember, if you plan to use your mouse, do not remove its program.
3. Reduce the number of buffers in your CONFIG.SYS file using any standard editing program and/or many word processors. A minimum of 8 buffers is enough.
4. If you are running Dark Savant through a menu, Microsoft Windows or a DOS shell, exit to DOS before beginning Wizardry.
5. If you were in a network system or running other resident applications before playing Dark Savant, reboot your computer. Many network servers use multiple memory resident programs that aren't cleared from memory when you exit the server.
6. Refer to your DOS manual to determine if DOS and system drivers can be loaded into high memory.

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Quick Combat

1 If there is more than one group of monsters, select your opponent by clicking on that group, or by pressing the number of the group. Your choice will remain the same throughout combat unless the selected creatures run away or die.

2. The options for the first character will appear. Select any option by clicking or highlighting it (generally FIGHT for the first three members of the party). Do the same for other members of the party. If you make a mistake, you may select BACKUP to return to the previous character's option or CANCEL to redo the entire party's options.

3. Combat will begin. If you don't defeat all the monsters in the first round of combat, repeat step 2 again.

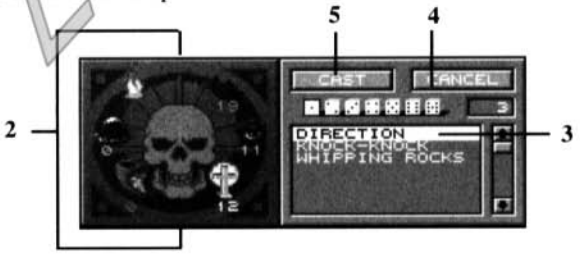
Non-Player Characters

Depending on the NPC's trust of your party, you may be greeted warmly - or turned away with a rude grimace. Their reaction to you will guide the beginning of the encounter. Remember that NPCs are an entire culture within Dark Savant. The quick guidelines below are brief, and do not cover all the complexities of NPCs on Lost Guardia. We highly recommend you read the NPC section of the manual.

1. If you have the SPELL option, cast the Charm spell to lure the NPC to speak with you. You might want to cast more than one Charm spell.
2. Next, select TRUCE followed by a character skilled in Diplomacy. Through the Truce option, you can attempt yet again to up the odds of success by offering a BRIBE or by offering to GIVE them a gift. You can also begin actual negotiations with PEACE (talking out your differences) or FORCE (making the creature listen and talk).
3. Once your party establishes a rapport with an NPC, you may speak with him or her freely. Ask about rumors or other things that concern you. Note: Be careful about LORE. When you select LORE, it's an *exchange* of your party's information for theirs. So, unless you want the NPC to know what information you've learned, be careful who you exchange your Lore with.

Casting Spells While Adventuring

1. Press (M) for Magic or click on the Spellbook.
2. Select the realm (F)ire, (E)arth, (M)ental, (D)ivine, (A)ir or (W)ater.
3. Select the spell by pressing the Spacebar or by clicking on its name. It will be highlighted.
4. Select the power level of the spell by entering the number 1-7 or clicking on its die.
5. Click on Cast or press "C".



Each numbered step on the picture corresponds with a numbered paragraph above.

Game Hints in United States &

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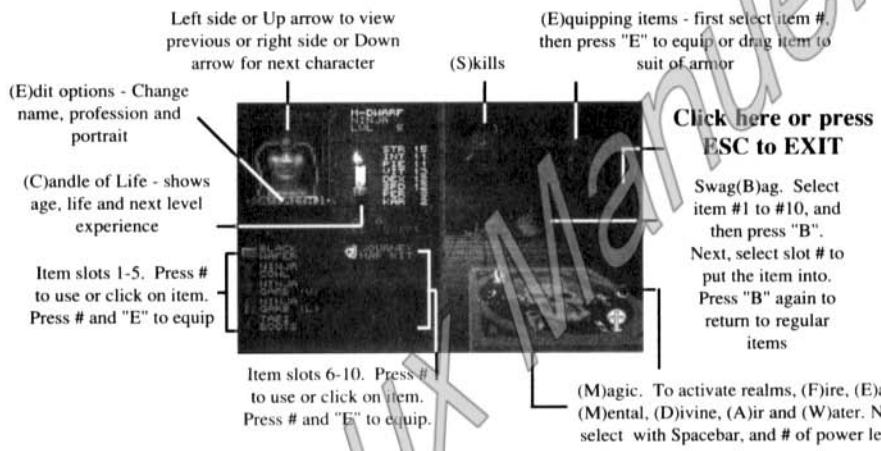
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Commonly Used Hot Keys

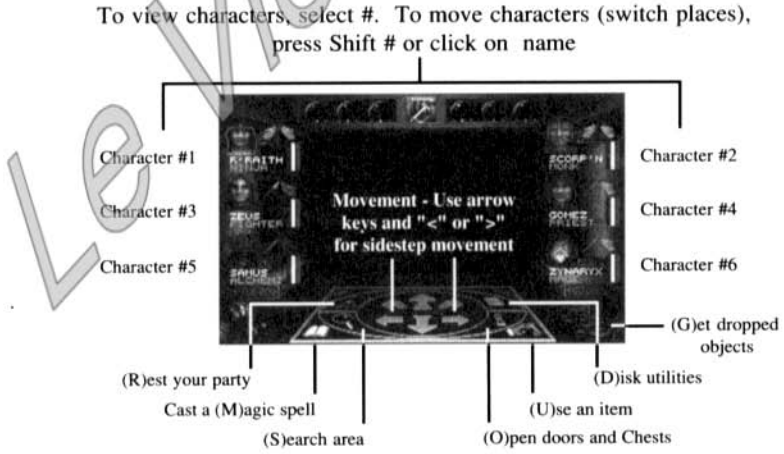
(see far right panel for more keyboard hot keys)

"First Letter"	Generally, the first letter of an option will select it.
Return	Mouse click & Inspection of Treasure Chest.
ESC	"Cancel" or "Exit" and aborts repeat messages
Arrow Keys	Movement and moving from one character to another
Spacebar	Pauses NPC messages or selects field or next field in requester

Character Screen Summary



Adventuring Screen Summary



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Opening Treasure Chests

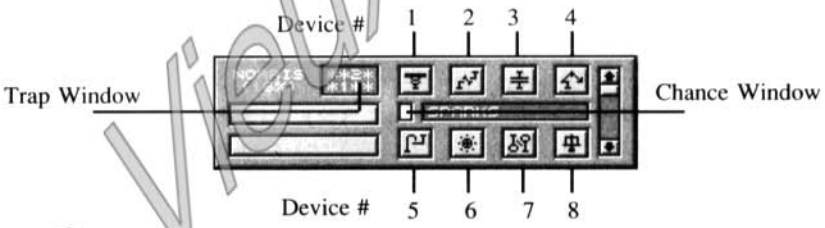
1. Select the Open option by pressing "O" or clicking on its icon.
2. Select Inspect and hold the mouse button down or the RETURN key down (for keyboard players) while your thief continues to look at the Trap Window in the upper left-hand section of the Disarm screen. You will see a combination of symbols

*	The device is part of the trap
?	The device may or may not be part of the trap
-	The device is not part of the trap

Once you have the pattern of the trap - you know, for example, that some devices are attached while others aren't, you can then figure out which trap might be active in the chest.

3. Scroll through the list of common traps found on Lost Guardia using the arrow keys on the keyboard or the screen. As you do, you will notice the Trap Window change and fill with different sets of numbers and symbols. The numbers for a particular trap represent an attached device and the order in which these devices must be disconnected.
4. When you come to a trap that appears to have all the devices of your thief's inspection (for example, you thief's inspection showed devices 1 and 6 attached, and the trap RANDOM RAYS also has devices 1-6 attached), Disarm it. Using the Trap Window as a guide, press each device in the correct order (first for a 1, second for a 2 and so on). If a device doesn't deactivate when you press its button, try again before moving on to the next.

While disarming and inspecting a trap, keep a close eye on the "chance window." If its color is green when a device is selected, the device will deactivate. If the color is yellow, the device will not deactivate, but won't set the trap off. If the window is red, the trap will go off.



Picking Locked Doors

1. Select the Open option by clicking its icon or pressing "O" followed by PICK.
2. On your screen you will see one or more columns depending on the complexity of the lock. The top row shows the tumblers shifting inside the lock. The middle row shows your character's chance of successfully opening the lock. The bottom row of buttons, when pressed, will stop the tumblers.
3. Whenever one of these boxes is green, click on the button below it or press its number (1-6, left to right) to set the tumbler correctly. If the button is yellow, the tumbler will not fall into place and you'll have to try again. If it's red, the tumbler will not fall into place, may break and may jam the door. You will need a key or spell to open a jammed door.
4. Repeat step 4 until all of the tumblers have been correctly set.

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Playing Dark Savant With a Keyboard

General Conventions

Return .... Selects the first menu item or the highlighted option
1st Letter .... of an option selects it
Arrows .... Move from one option to another
Spacebar .... Selects fields
+/- .... Adds or subtracts
ESC .... Cancel button, ends repeat messages and intro

Creating Characters

Spacebar .... Selects next skill or ability while assigning points
+/- .... Add or subtract points
Arrows .... Move from one skill area to another

Selecting From a List of Choices
(such as adding characters or using items)

Spacebar .... highlights player or next player in the field area
Arrows .... Scrolls the field area
Return .... Selects Okay button on highlighted character
ESC .... Exits

Adventuring/Reviewing - Characters

1-6 .... Selects a character for review or "Who?"
ESC .... Exits "Who?" without selecting anyone and also review screen
Shift 1-6 .... Selects character to switch places with another
Arrows .... Up scrolls to next Character, down to previous character
E .... Edits characters, change name, profession and picture
C .... Candle of Life

Loading & Saving Games

Spacebar .... Selects directory field or filename field alternately.
D .... Directory field for editing
F .... Filename field for editing
Return .... Loads of Saves
ESC .... Exits

Items-Reviewing
(1-9 and 0 Select item in slot numbers 1-10)

E .... Equips selected item
B .... Toggles between regular inventory and swagbag. Press slot number to deposit item.
Arrow .... To trade item select it and use arrow keys to move to desired character. Press number to deposit in desired character's inventory.
0-9 .... Brings up options Use, Drop, Assay, etc. Arrow key to option and press RETURN.
0-9, Merge .... Merges item. Select # of first item, Merge and then # of item to Merge with.

Movement

Up Arrow .... Move forward
Left Arrow ... Turn left
Right Arrow . Turn right
Back Arrow .. Step backward
< .... Sidestep left
> .... Sidestep right

Combat

Arrows .... Highlight option
Return .... Accepts highlighted option
1-5 .... Select monster group to attack

• Magic, Treasure, Locked Doors •
See their specific sections on this card

6 p.m. Weekends & Holidays

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Importing From Bane of the Cosmic Forge

It's the moment your party - not to mention you - have been waiting for! Crusaders of the Dark Savant has four different beginnings. Three beginnings continue the endgames within Bane of the Cosmic Forge. The fourth beginning is reserved for those who have not played Bane or have never finished the game. When your party imports into Dark Savant, they will retain a portion of their items, traits and spells (during the trip, however, it's possible your magic user will retain the powers necessary to cast a spell - the points - but forget the spell itself!)

To transfer your party to Crusaders of the Dark Savant, follow the directions below:

1. First, located the proper Bane SAVEGAME.DBS file. Typically, this will be in your C:\BANE directory, or on a floppy in your A: or B: drive. ***Do not copy this file into the DSAVANT directory unless you rename it SAVEGAME.BCF first.***
2. From Dark Savant's main menu, select IMPORT.
3. Enter the location of the drive and directory where the SAVEGAME.DBS file is located followed by a backslash (\). For example, C:\BANE\ or A:\.
4. Enter a filename. The default is SAVEGAME.BCF (to protect you from accidentally trying to load a Dark Savant savegame with the same name). To change the default name, select the field, backspace over the current name, type in your new name and press RETURN to accept it.
5. Select LOAD to begin the import or CANCEL to return to the main menu.

To Get Started

If you're in a hurry to check out Lost Guardia, follow the steps below to create a couple of characters and enter into the lost world. Of course, we recommend you come back to the main menu and the character menu to create your own party after you've have a quick tour.

1. From the main menu, select CHARACTER MENU. Next, choose CREATE. Follow the on screen prompts and make six characters to explore Lost Guardia.
2. EXIT the Character Menu.
3. Select ADD CHARACTER followed by the characters' names you created.
4. Equip each character, and select START NEW GAME.
5. Once on Lost Guardia, select DISK and one of the save options. The next time you begin, you'll need only select LOAD SAVEGAME.

Savegames & Save Game Drive

You may save your party's progress at any time. Select the DISK option followed by one of the save options. Confirm your choice for both a path and the name of your savegame file.

Path: The path is the disk drive and directory where your Dark Savant game will be saved. To save your game to your hard drive in the DSAVANT directory, leave this field alone. If you wish to save your game to a different directory, however, type the letter of the drive, followed a colon (:) and the correct path followed by a backslash. For example, **C:\DSAVANT** or **A:\.**

File: The file is a name you can give to your savegames. You may name them anything that follows standard MS/PC-DOS conventions, but the name must not exceed 8 letters. Dark Savant's savegame files are just like other MS-DOS files - 8 letters or fewer plus a 3 letter extension. For example, SAVEGAME.DBS or NEWCITY.DBS

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Additional Memory Notes

About Other Operating Systems

Crusaders of the Dark Savant is compatible with DOS 3.x and 5.0. Other forms of DOS, such as 4.0 use too much memory within the base 640K, and do not leave enough for Dark Savant to run.

About Memory Managers on a 286 System

If your processor is slower than 20 MHz, we do not recommend using expanded memory managers. Although allowing more memory, the managers slow the machine's ability to process information and the smooth flow of Dark Savant. Symptoms of such a problem include choppy animation or slow mouse movement. If you experience such problems on a computer with less than 20MHz, consider removing your expanded memory managers before running graphic or other memory intensive applications.

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