

SPELLCRAFT™

ASPECTS OF VALOR

Q U I C K R E F E R E N C E C A R D

To Install SpellCraft On Your Hard Disk:

▲ SpellCraft requires a hard drive. It is recommended that it have at least 10 Meg of hard disk space for the game, plus extra space for saves; each saved game uses about 70K.

IMPORTANT: Before you install SpellCraft you should make backup copies of your original SpellCraft diskettes and store them in a safe place.

▲ Insert disk 1 in your floppy drive. If you use drive A type "A:" and press Enter. If you use drive B type "B:" and press Enter instead.

▲ Next type "INSTALL" and press Enter.

▲ The Install program will ask you certain questions concerning where you want to install SpellCraft. Follow the prompts and answer each question. The program will create a directory on your hard disk in which to install SpellCraft; the directory's default name will be "SPELLC." You may, however, choose a new directory name that is easy to remember and is different from other directories already on your hard disk. As the installation proceeds, you will be prompted for the remaining diskettes. When this occurs simply remove the previous diskette, insert the requested diskette into the same drive, and press Enter.

System Requirements

▲ SpellCraft can use a mouse, and requires MCGA 320x200 256 color graphics (supported by most VGA cards) and at least 545KB of free memory to run if you use any of the supported sound drivers (it optionally uses any of the popular sound cards). If no sound is used, SpellCraft will run with 510KB; however, it is important to provide as much conventional memory as possible to increase performance of the domain combat system. You may have to remove any memory resident drivers if you do not have enough memory.

▲ SpellCraft will have improved performance if you provide more conventional memory, and will also use up to one Megabyte of LIM 4.0 Expanded (EMS) Memory if available. 386 users should install EMM386, or equivalent, to take advantage of this feature. Additionally, Spellcraft will take advantage of the 80386 processor (or greater) if found on the users system (processor type is sensed automatically).

Starting the Game

▲ SpellCraft is executed from the installed directory; to get there, type **CD\SPELLC** or **CD** followed by whatever name you might have given this directory. Once there, type **SC** to start the game. You can use the following options when starting by adding the appropriate letter or number, after a space, to the **SC** command:

- S** Brings up Sound Configuration Menu, which allows you to turn on multiple sound drivers to support all the sound hardware you may have on your system (example, **SC S**). You may want to leave the PC sound driver off if you have a sound card. Also note that because the SoundBlaster and MediaVision cards are 100% compatible with the Adlib Music Synthesizer, the Adlib Midi driver will be available; use the sound driver specific to your sound card to maximize usage and memory available.

Select the appropriate sound driver for your machine. The information on the screen regarding the sound card jumper settings must match those shown on the screen. If they do not, change the jumper settings. Parameters on the screen using "X" are not used. See your sound card manual for instructions.

As you select sound drivers, note the amount of Conventional Memory being allocated. Try to maintain at least 240KB for sprites. The game will allow setups down to 220KB if this is absolutely desired. The menu instructions warn users who have between 220KB and 240KB available. Note that the memory specified is only an educated estimate and may not be exact when you check memory inside the save/load game menu.

1-9 Domain play speed. 1 is the slowest, 9 the fastest. The default speed is 4 (example, **SC 5**).

▲ Thus, to start the game and set your sound configuration and domain speed, you might type **SC S7**. Make sure the **NUM LOCK** key is off while playing the game.

Battle Arenas

▲ **To move your wizard figure on the playfield:** use the numeric keypad to move your wizard in eight directions. You can also control movement of your wizard with the left button of the mouse, while pointing in the direction you want to go; hold down the left button to keep your wizard moving.

▲ When flying, press * on the numeric keypad to land before your spell ends.

▲ **To move through the spell menu to cast a spell:** hold **SHIFT** key down. Use left/right arrow keys (4 & 6 on the numeric keypad) to change options on a line. Use up/down arrow keys (8 & 2) to move from one line to another. You can also make selections with the left mouse button. Use the function keys to bring up the appropriate spell menu more quickly:

F1 Attack spells	F4 Transformation spells
F2 Defense spells	F5 Terrain Modifier spells
F3 Personal Modifier spells	F6 Conjunction spells
F7 Totems	

▲ To leave the spell menu, use the **ESC** key.

▲ **To enter/exit physical combat mode:** The **INS** key (0 on numeric keypad) toggles your wizard between drawing and sheathing his sword. Note that moving your wizard or casting a spell automatically brings you out of physical combat mode. You can also enter physical combat mode by clicking on the Sword icon to the lower left of the Domain Screen or by clicking on the right mouse button.

▲ **To exit a battle domain:** cast the Return Home spell by clicking on the House icon at the lower left of the Domain Screen or by pressing the letter **X**. To exit the Death Domain, you must enter your stone circle.

▲ **To reveal the map and enemies in the battle arena:** click on the small box in the lower left corner with the mouse or hit the space bar. Click with the mouse or press the space bar to toggle between the map, the enemy/treasure indicators, and the Status Box.

▲ **The Status Box:** This box is at the lower left of the Domain Screen. It shows the durations of various spells cast on beings and wizards. Normally, the box shows your health and the status of any self-modifying spells that you have cast; however, when you target a spell on another being or wizard, the box shows the status of any such spells that are still active. Here is the key to the abbreviations used in this box:

Surv: Measures the duration of a survival personal modifier (for example, breathing underwater).

Invis: Measures how long the being is invisible.

Terr/Fly: Measures the duration of a terrain-affecting personal modifier or a flying spell.

Conf: Measures how long the being is confused.

Cntl: Measures how long the being is controlled by a wizard.

Hold/Agony: Measures how long the being is held or in agony.

Note that spells cast by yourself and enemy wizards will affect a being's Status Box.

Spell Placement Interfaces

▲ **Placing spells that use pixie dust:** Use the eight arrow keys on the numeric keypad or the mouse to move the twinkling pixie dust around the domain. The dust turns red at the limits of the spell cast radius. Press **ENTER** or click the left mouse button to place the spell.

▲ Some spells, such as rivers, walls and the like, have arrows that point to the legal spaces where spells can be placed. Use **ENTER** or the left mouse button to anchor the initial location of the spell. The arrow keys, or left mouse button, will then allow you to lay out the path of the wall or river. Pressing **ENTER**, **ESC**, or the mouse button again, ends the spell placement. Press **ESC**, or click the right mouse button, to cancel the placement of a spell.

▲ **The targeting disk:** A round purplish disk is often used to select a target. Use the arrow keys or the mouse to move the disk around the field. Press **ENTER** or click the left mouse button to select the target. The disk turns red if it is at the maximum cast range. Press **ESC** to cancel the spell.

▲ If no targets are in range when the spell is placed on the field, the disk goes away and the spell casting sequence ends. If one or more targets are within the casting range, one of them will start flashing, and the targeting disk will appear under it. Move through the available targets by pressing the **Space Bar** or clicking the right mouse button. Press **ENTER** a second time or click with the left mouse button to cast the spell on the target.

Spell Mixer

▲ There are three screens involved in spell mixing: the Aspects screen, the Mixer screen, and the Magic Word screen. Use the arrow keys to move the highlight box around these three screens. You can also use the left mouse button to make selections.

▲ Selecting an Aspect (by pressing **ENTER** or clicking with the left mouse button) automatically moves you to the Mixer screen. Use the + and - keys to add and remove ingredients. You can also add and subtract ingredients with the left mouse button by clicking on the small up and down arrow keys next to the ingredients; hold down the mouse button to rapidly increase the addition/subtraction of ingredients.

▲ To exit the Mixer screen, use the arrow keys to get to the book icon, and press **ENTER**. Otherwise, just click on the book with the left mouse button. You automatically go to the Magic Word screen. Move through the words on the screen with the arrow keys and press **ENTER** to select one, or select a word with the left mouse button. When you create a new spell, you get its description and then its attributes. Press **ENTER**, or click the left mouse button, to exit the description. Use **ESC**, or right mouse button, to exit the Spell Mixer at any time.

Spellbook

▲ Use the left/right arrow keys to go from one spell type to another. Use the up/down arrow keys to move through the spells. You can also use the left mouse button to make selections. To get the description of a spell, press **A** or click on "About." Press **ENTER**, click on "Examine," or click on the spell name directly, to select a particular spell.

▲ Use the + key, or click on the plus sign, to make duplicate copies of a spell variation. Use the **M** key to "Modify" a spell variation; the screen will switch to the spell mixer with the ingredients for that spell. Use **R** to "Remove" a spell variation. Use **N** to "Name" a spell variation (a maximum of 10 characters). Click on "Attr," or press **A**, to view spell attributes such as: appearance/delay time, attack and defense strengths, damage done, life force, duration (special durations based on candles will not be shown here). You can also use the left mouse button for these selections. Use **ESC** to exit the Spellbook at any time.

Totems

▲ You load totems from the Spellbook. After selecting a totem, a list of icons for spells that can go into it appears. Select one of the spells and you will then see a list of the variations you have of that spell; select one of these variations to fill the totem. The totem will be filled with as many copies of that spell variation as it can hold (as noted under "CHRG," for charged spells). A checkmark will appear next to the spell which is in the totem, and a mark will appear next to the individual variation.

▲ To use the totem in a domain, select Totems on the top row of the Spell Inventory (or press **F7**). Then select a loaded totem. You cast spells from the totem one at a time, as you do a normal spell. It costs no Life Force to cast a totem spell.

Terra Map

▲ Press the space bar to cycle through locations on the map or click on a location with the left mouse button. Press **ENTER**, or click the mouse, to fly to and then enter the location.

Location Stores

▲ A menu with options will appear, when interacting with a character. To select an option, either press the letter, or click on the line with the left mouse button.

▲ When looking at an ally's goods, use the **B** key to enter buying mode and the **S** key to enter selling mode, or click on the "Buy items" or "Sell items" buttons with the left mouse button. Buying mode allows you to purchase ingredients and items in a store; selling mode allows you to sell ingredients and items in your inventory.

▲ Use the up/down arrow keys to go through the available ingredients and items in the store or your inventory. Press **ENTER** to select an item. Use the + and - keys to increase or decrease the amount of an item you wish to buy or sell. You can also type in the number of the item, or click on the arrow icons with the mouse. Press **ENTER** a second time or click on the **OK** button to complete the transaction. Click on the **X** button or press **ESC** to exit the current transaction. Type **D**, click on "Done" or press **ESC** to exit the store.

Saving And Exiting The Game

▲ You must be in your Workshop to save and load games. Click on the Chest or move your figure until "Saved Games" appears on the screen and then press **ENTER**.

▲ When you select **Save**, type in the name you want (8 characters maximum). When you select **Load**, type in the name of the game you wish loaded or click on the name (Note: a maximum of 48 games may appear on the screen at one time). You can then select **Play** (to resume the game) or **Quit to DOS**. To quit to DOS from anywhere in the game, use **ALT-Q** or **ALT-X**; your current game position will not be saved, however.