

Blood & Magic™

Instruction Manual



Real Time Battle In the
FORGOTTEN REALMS World



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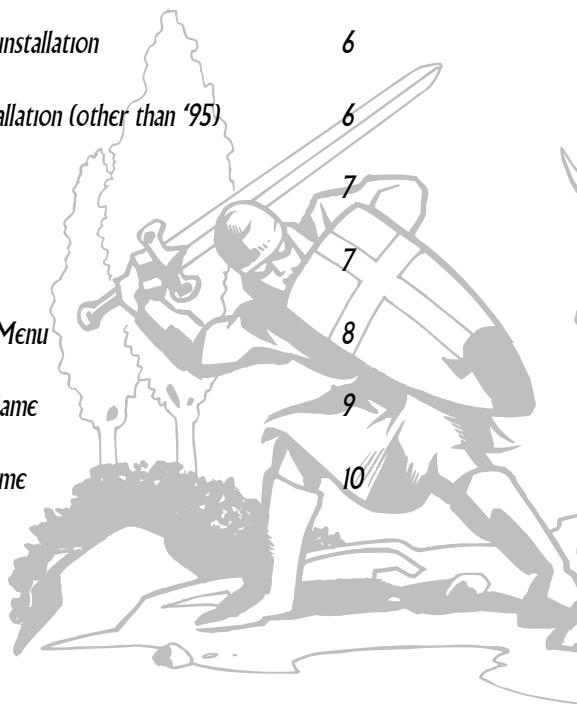
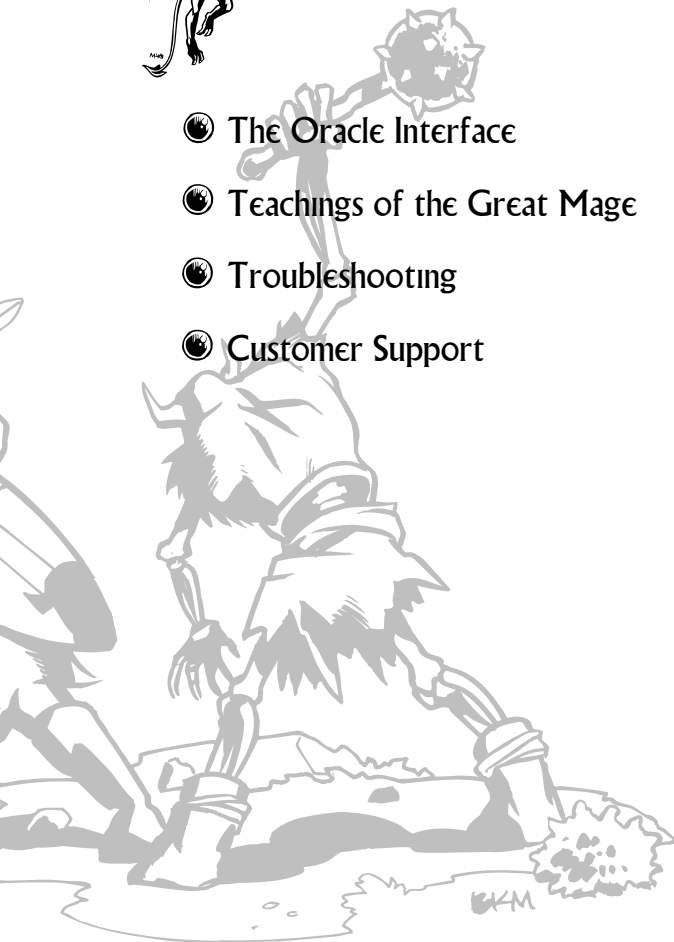




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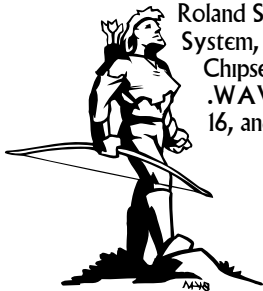


Game Installation and Setup



MINIMUM SYSTEM REQUIREMENTS

- IBM-compatible 486-33Mhz computer with 8Mb of RAM.
We recommend that you use a 486DX-100 Mhz (or better) system.
- Microsoft compatible mouse.
Blood & Magic also supports many keyboard "quick keys".
- Color monitor and 256 color VGA graphics system.
- Double-speed (300Kb/sec. or faster) CD-ROM drive.
- Hard drive with at least 25Mb of free space (for partial installation).
A full installation requires 225Mb of free space.
- MS-DOS version 5.0 (or better).
Blood & Magic can also be started from Windows '95.
- Either IPX or NETBIOS protocol for two-player network game.
- 16550 UART for two-player direct-link game.
- Blood & Magic supports the following sound cards:
Sound Blaster and 100% compatible cards, Sound Blaster Pro, Sound
Blaster 16, Sound Blaster AWE32, Gravis UltraSound, Gravis
UltraSound Max, Ensoniq SoundScape, Roland RAP-10,
Roland Sound Canvas, ESS AudioDrive, Microsoft Sound
System, Pro Audio Spectrum 16, Thunderboard, ARIA
Chipset, I/O Magic Tempo, MPU-401, NewMedia
.WAVJammer, Reveal FX/32, Sound Galaxy NX Pro
16, and Tiptek Golden 16.





Game Installation and Setup

DOS INSTALLATION

- 1) Insert the Blood & Magic CD into your CD-ROM drive.
- 2) Type "D:" (where D is the letter that designates your CD-ROM drive), then press <ENTER>. You should now see the D:\ prompt (if D is your CD-ROM drive).
- 3) Type "INSTALL," then press <ENTER>. Follow the installation instructions.

If you choose the default settings which are offered to you, then Blood & Magic will be installed on to your hard drive in the directory C:\NINTRPLAY\BAM. A partial installation requires 25Mb of hard drive space, and a full installation requires 225Mb.

Following the game installation, you will be asked to configure game music and sounds to operate with your sound card. We recommend that you choose the AUTODETECT option from the main menu. When you have tested both music and sounds, select OK. You are now ready to play Blood & Magic.

** If at any time you wish to reconfigure your music or sounds, change your DOS directory to c:\nintrplay\bam (or the directory where Blood & Magic is located), type "SNDSETUP", then press <ENTER>.*



Game Installation and Setup



WINDOWS '95 INSTALLATION

1) Insert the Blood & Magic CD into your CD-ROM drive.

2) A menu will appear listing various installation and start-up options. Choose the **INSTALL BLOOD & MAGIC** option, then follow the instructions. If you choose the default settings which are offered to you, then Blood & Magic will be installed on to your hard drive under the **INTERPLAY** folder. A partial installation requires 25MB of hard drive space, and a full installation requires 225 MB.

To begin the game, either select the **BAM ICON** on your Windows desktop, or remove the CD, then reinsert it, then choose the **PLAY BAM** option. Blood & Magic runs in DOS-mode when started from Windows '95.

WINDOWS INSTALLATION (OTHER THAN '95)

1) Insert the Blood & Magic CD into your CD-ROM drive.

2) Blood & Magic will not install under Windows, so you must exit to DOS. To do this, open the **FILE** menu, then select the **EXIT WINDOWS** option. You should now see the **C:** prompt.

3) Follow the instructions outlined under **DOS INSTALLATION**, beginning with Step 2. You must always exit to DOS to play Blood & Magic.





Getting Started

To start the game from the DOS prompt, make C:\INTRPLAY\BAM your current directory (or change to the directory where Blood & Magic is located), type "BAM", then press <ENTER>. To start the game under Windows '95, open the INTERPLAY folder, then double-click on the Blood & Magic icon. You will see a series of cinematic sequences, followed by the Main Menu. You can bypass any cinematic in the game by pressing <ESC>.

MAIN MENU

SINGLE-PLAYER

Use this option to play against the computer. You can either choose a preset story or create a customized character for a Random Campaign.

TWO-PLAYER

Use this option to begin a head-to-head game with a live opponent. This game may be played over a network, via modem, or with a direct link connection (see TWO-PLAYER GAME).

TUTORIAL

The tutorial is designed to teach new users the basics for playing Blood & Magic.

CREDITS

Meet the sideshow ensemble who squandered their lives in order to bring you this quality product.

REPLAY INTRO

Use this option to view the Blood & Magic introduction.

LEAVE GAME

This returns you to either DOS or Windows, depending on where you were when you started the game.



Getting Started



SINGLE PLAYER MENU

LOAD GAME

This activates a screen which lists all of your saved games. You may have up to ten simultaneously saved games. To load a game, select the numbered button next to the corresponding save-name.

NEW STORY

This activates the Realm Map, which displays the region of the Forgotten Realms where Blood & Magic takes place. Pass your cursor over the Realm Map to view the available stories, then select on the map to begin a story. Additional stories will be made available to you as you progress in the game.

RANDOM CAMPAIGN

This option is made available when you complete all 5 stories. A Legendary Campaign will take you through all of the maps in Blood & Magic. You will create a customized character, then select a starting location for your campaign. The sequence of maps, the setup for maps, and the opponents whom you encounter are all randomly generated.

HALL OF LEGENDS

Use this option to enter the Hall of Legends, where the achievements of your campaign characters are recorded in the annals of history.





Getting Started

TWO-PLAYER GAME

Select the Two-Player option from the Main Menu to begin a head-to-head game with a live opponent. Once you make a connection with your opponent, you can either customize your character or load a previously created character from your Hall of Legends. All of your multi-player characters will be ranked in the Hall of Legends. Following character selection, you and your opponent will choose a domain for your conflict on the Realm Map.

NETWORK GAME

You must have an appropriate NETBIOS or IPX protocol loaded (along with corresponding low level device drivers) to play Blood & Magic over a network. In addition, you should play Blood & Magic over the same local network, without routers and bridges, so that information packets pass more easily between systems. If you are uncertain about your network configuration, then ask your network administrator for assistance.

You can avoid conflicts between separate two-player games on the same network by using a different socket number for each game. Both players in each game should input identical socket numbers (between 0 and 16383) during the network game start-up menu.

MODEM GAME

We recommend that you use a modem capable of at least 9600 baud. To begin a head-to-head modem game, you and your opponent must first decide who will place the call and who will answer. Toggle your MODE under the modem menu to match this decision.

Select the correct BAUD rate setting for your modem. When you play Blood & Magic using modems with different baud rates, both games operate at a speed based upon the slower modem.



Getting Started



Select the COM/port and IRQ settings which correspond with your modem and serial port configuration. Although we have arranged for a default IRQ value to be set whenever you change the COM/port, you may need to customize the IRQ setting to work with your system.

You may toggle the DIAL option to either TONE or PULSE to suit your local telephone service.

If you are the player who will place the call, then input the phone number of your opponent in the PHONE prompt. Enter this number the same way that you would dial it on your phone. You may also precede the phone number with a Disable Call Waiting - usually *70 string or other phone service options, each separated by a comma.

The SETUP option opens a sub-menu where you can customize your CLEAR, INITIALIZATION and HANG UP strings. If you are uncertain how these function, then operate with the DEFAULT settings. To learn more about custom strings and phone service options, consult your modem manual and contact your telephone service provider.

When you have configured all of these settings correctly, select the OK option to make a connection with your opponent.

DIRECT LINK GAME



To play a direct link game, you must connect your computer with your opponent's via the serial ports in the back of your computers. You can do this using a serial cable (no more than 30 ft in length) and a null modem adapter (if your serial ports have different numbers of pins), which can be purchased from your computer hardware supplier. Once this connection has been established, choose the DIRECT LINK option from the TWO-PLAYER menu.

Both machines in a Direct Link game must be set to the same BAUD rate. Although this rate can vary based upon machine capabilities, we recommend that you set it



Getting Started

to at least 9600 baud. If you experience sluggish game performance, then experiment with higher baud settings.

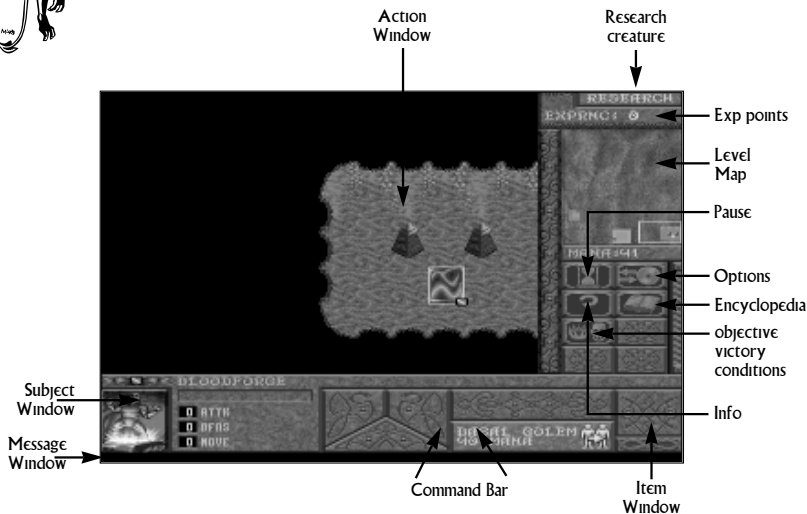
Select the COM/port and IRQ settings which correspond with your serial port configuration. Although we have arranged for a default IRQ value to be set whenever you change the COM/port, you may need to customize the IRQ setting to work with your system.

When you have configured all of these settings correctly, select the OK option to connect with your opponent.





The Oracle Interface



The oracle interface consists of a Level Map, Action Window, Command Bar, Message Window, and several gauges and option buttons (see Diagram). The Info Button can be selected on any subject within the Action Window or on any interface feature to learn more about it. The Info Button and Tutorial provide excellent methods for becoming familiar with Blood & Magic.

LEVEL MAP AND ACTION WINDOW

The Level Map shows an overhead representation of the entire battlefield. As your followers explore this level, more of the map is revealed. The green box on the Level Map shows where the Action Window is currently centered. To center the Action Window at a new location, either select within the Level Map, scroll the window using your <Arrow Keys>, or scroll the window by moving your mouse cursor to the very edge of the screen.



The Oracle Interface



COMMAND BAR / GIVING COMMANDS

Left-click on any Action Window subject to select it. It will become the active subject in the Command Bar. If you select one of your own followers, then command buttons will appear in the Command Bar. Left-click on one of these command buttons, and then left-click a target in the Action Window. Your follower will now execute that command with regard to that target.

Examples:

Left-click your follower, then left-click the Move To button, then left-click any location within the Action Window. Your follower attempts to move to that target location. Left-click your follower, then left-click the Attack button, then left-click any creature within the Action Window. Your follower moves to and attempts to attack that target creature.

You can also use commands on targets which appear on the Level Map. This is useful for targeting a subject which is not currently shown in the Action Window. As you will learn, some commands will not work in combination with some targets. In addition, some skills and spells will not work without mana. If you select a command button, then wish to exit that mode (cancel the command), simply right-click or press <ESC>. This method will cancel most any game mode or menu.

DEFAULT COMMANDS

You can quickly issue default commands to your followers. To do this, left-click one of your own followers, and then right-click on a target within the Action Window. Your follower will execute the most logical action with regard to that target.





The Oracle Interface

** MAC users can simulate a right-click by holding down the <SHIFT> key while selecting with the Mouse.*

REPEAT COMMAND

If you issue a command to one of your followers, and you want to repeat that same command to others, then hold down the <CTRL> key while left-clicking on the subsequent followers. They will attempt to execute the same command with regard to the same target subject.

GROUP COMMANDS

To select a group of your followers, drag your mouse within the Action Window while holding down left-click. A targeting frame will be drawn which you can use to surround your followers. When you release the left-click, all of your followers who are within the targeting frame will be joined in a group. You can now issue a single command to every member of the group.

MESSAGE WINDOW

The oracle will send you messages during the battle pertaining to important events. These messages are spoken audibly and written in the Message Window. Select the Go See button to center the Action Window on the most recent message event. The Message Window is also used to send and receive messages in a head-to-head conflict.

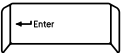




















The Oracle Interface



QUICK KEYS

Blood & Magic supports a number of “quick key” equivalents that you can use to issue commands and select interface options.

	Info cursor		Go see message event
	Move to command		Cycle to next follower
	Attack command		Freeze action
	Guard command		Exit mode/options menu
	Use skill or spell		+ Repeat command to follower
	Transform follower	LEFT CLICK	
	Remove follower		Save game
	Use item		Load game
	Drop item		
	Encyclopedia		
	Victory and defeat conditions		
	Send note (two-player conflict only)		
			





Teachings of the Great Mage

MANA

The fundamental resource in Blood & Magic is spell power, which we call mana. This resource is used to create followers, to transform followers, to cast spells, and to activate some items. When Basal Golems are not moving or fighting, they revert to an obelisk form and generate mana. To acquire this mana for your own use, select one of your Basal Golems (that is in obelisk form), and then select the Transfer option.

THE BLOODFORGE

Your Bloodforge stores your mana supply, which can not exceed 300 at any one time. Due to its magical nature, your Bloodforge slowly generates its own mana. When you select your Bloodforge (the swirling slab) within the Action Window, you are presented with a Basal Golem option on the Command Bar. If there is no creature on top of the Bloodforge, then you can use this option to create a Golem. You can also revert a high level creature back into a Basal Golem by moving it next to your Bloodforge, then choosing its Transform option.

THE MYSTICAL SITES

At the start of most levels, you will control a small number of mystical sites. You may transform your Basal Golems into higher level creatures when they are next to one of your sites. You can also fill a foundation with Basal Golems, then transform them into a site of your choice.

Teachings of the Great Mage



ARBOR LODGE

This is the primal sanctum of Chauntea, the goddess of nature. Use this site to create creatures of the wild.



BARRACKS

This martial hall serves Tempus, the god of war. Use this site to create veteran combatants.



CRYPT

This is the macabre tomb of Myrkul, god of the dead. This site provides dreadful minions.



RUNESTONE

This arcane post honors Mystra, the goddess of magic. This site is used to create beings who possess a strong magical essence.



TEMPLE

This is the sacred shrine of Lathander, god of renewal and virtue. Use this site to create virtuous followers.





Troubleshooting

** Check the README.TXT file on the Blood & Magic CD for last-minute changes or other information regarding this product.*

Q: Why won't the game install on to my hard drive?

A: Make sure that you have sufficient space available on your hard drive for the installation option you have selected. Check that you are running the INSTALL program from your CD-ROM drive, and that the Blood & Magic CD is in your drive. It is typically safest to choose the default settings when you install a game like Blood & Magic.

Q: Why won't the game load?

A: Make certain that you are in the correct DOS directory (usually C:\INTRPLAY\BAM) when you enter the BAM command. As stated under System Requirements, you need 8Mbs of memory to run the game.

Q: Do I need to configure EMS or XMS memory?

A: So long as you have at least 400Kb of available DOS memory, and 5Mb of available XMS, then you should run fine. To check both the total and available memory of your system, enter MEM /C at the C:\ prompt.

Q: Will Blood & Magic run under Windows?

A: No, you must exit to DOS to run Blood & Magic (see Game Installation and Setup for Window '95 exceptions).

Q: Why doesn't the sound or music play?

A: Make sure that your speakers or headphones are plugged in to your PC correctly, and that your speakers are switched on and have power. When you finish setting up your sound during the installation routine (we recommend the AUTODETECT* option), test both sound effects and music. If everything sounds okay, then select the OK option to save your settings. If you ever need to reconfigure your sound or music, change to the directory where Blood & Magic is located, then run the SNDSETUP program.

Troubleshooting



** If you run AUTODETECT more than once, then the program will assume that its first choice was incorrect, and select a different sound card. This may result in an incorrect configuration. To remedy this, either continue to run AUTODETECT until the correct settings return, or manually configure your sound card.*

Q: Will auto-detection of my sound card work in Windows '95?

A: Auto-detection of your sound card may be unreliable under Windows'95. If you encounter problems using the AUTODETECT function, and you are unable to configure your sound card settings manually, then we recommend that you restart your computer in DOS mode and try AUTODETECT again. To do this, click on START, then choose SHUTDOWN, and then choose RESTART IN MS-DOS MODE. If the option RESTART IN MS-DOS MODE is not available in your SHUTDOWN menu, then it is likely that your computer does not have a full version of DOS installed.

Q: Why doesn't my mouse function correctly in the game?

A: You must have the correct mouse driver loaded before you run Blood & Magic. The method for doing this can vary from one mouse to the next, so you should consult your system documentation. If your mouse is behaving erratically during the game, then contact the mouse manufacturer and ask for an updated driver.

Q: Where can I get help beyond this

Troubleshooting section?

A: If you are experiencing a problem which is not addressed in either the README.TXT file on the Blood & Magic CD or in this troubleshooting section, then contact Interplay's product support department (see Product Support).

Credits



CORE DEVELOPMENT TEAM

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Game Designer
Project Manager
Art Director
Lead Writer

John Hamilton
Lead Programmer
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Vangelis
Junior Lead Programmer
(Main Game)

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Opening Cartoon Designer and Animator

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Map Designer and Artist
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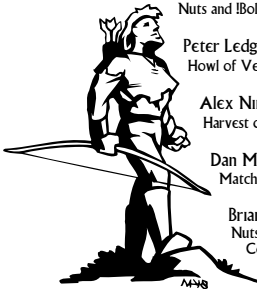
Matchmaker Mayhem
Nuts and Bolts

Peter Ledger
Howl of Vengeance

Alex Nino
Harvest of Horrors

Dan McMillan
Matchmaker Mayhem

Brian Menze
Nuts and Bolts
Computer Artist (all
stories)



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Kimberly L. Bowdish
Russell Woods
John Hamilton
Chris Iden
Kevin Sherrill
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John Crane

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Credits

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 Sound Effects Composer

Shaun Mitchell
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 Tartyron Unbound
 Legendary Campaign

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 FM Translation

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 Sound Effects Composer

Sergio Bustamante
 Voice Processing

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 Director of QA





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Darren Monahan

John Werner
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Jason Nordgren
Chad Allison
Lead Testers

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Steve Baldoni
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Bill Field
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Dave Hendee
Greg Hersch
Ron Hodge
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Amy Mitchell
Matt Murakami
Glen Murrau

Evan Chantland
Richard Barker
Greg Baumeister
Kaycee Varradaman
Phuong Nguyen
David Oh
Stepan Reed
Usana Shaddy
Kyle Shuble
Shelby Strategier
Anthony Taylor
Steve Victory

TSR

Jim Ward
Head Honcho

Dave Wise
Forgotten Realms Manager

Julia Martin
Forgotten Realms Consultant

This game is dedicated
to the memory of

Peter Ledger



CUSTOMER SUPPORT

If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at:

Interplay, 16815 Von Karman Avenue, Irvine, CA 92714 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-9557. Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

Hintline

Although hints are not available for this game, hints are available for other Interplay games. You can reach our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). The charge for this service is \$1.25 for the first minute and \$.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

If you have a modem, you can reach us at the following:

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service. (Excluding toll charges.)

America Online: You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBUPUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBUPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

GEnie: We are located in the Games RoundTable by Scorpia, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

PRODIGY® Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B".

Internet: You can reach Interplay by sending Internet E-mail to "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "<http://www.interplay.com>" or you may ftp to [ftp.interplay.com](ftp://ftp.interplay.com).



LIMITED WARRANTY



INTERPLAY LIMITED 90-DAY WARRANTY

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Lifetime Warranty

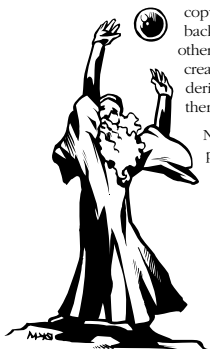
If the compact disc or floppy disk(s) should fail after the original 90-day warranty period has expired, you may return the software program to Interplay at the address noted below with a check or money order for \$5.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you need to enclose the original defective compact disc or floppy disk(s) in protective packaging accompanied by: (1) a \$5.00 check or money order, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (714) 553-6678. If your compact disc is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disc(s) only (not the box) with a description of the problem and \$5.00 to:

Warranty Replacements
Interplay Productions
16815 Von Karman Avenue
Irvine, California 92606

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"Welcome to the Interplay Web! As a company dedicated to providing innovative, high-quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off. Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, Welcome!"

Brian Fargo

HOW TO GET THERE

Interplay's World Wide Web site is an Internet service designed to give you the latest information about Interplay and our products.

The site features our demos, upgrades, product information and ordering information.

From your Internet account, point your favorite browser to:

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