

# Darklands™ Clue Book

## Bonus Software

### UPDATING DARKLANDS

The enclosed disk can update your version of Darklands to the latest version of the game. Follow the instructions on page 122 of the Clue Book to run the update program.

All the update files are in the root directory of the disk. All the bonus software files are in the "bonus" subdirectory. If these concepts confuse you, see the "DIR" and "COPY" commands in your DOS manual.

### INSTALLATION

Copy all the files in the BONUS subdirectory into the hard disk subdirectory you used for the game installation.

For example, if you originally installed into the C:\MPS\DARKLAND subdirectory, and are using this 3.5" disk in your B: drive, the command to copy the files would be as follows:

```
COPY B:\BONUS\*. * C:\MPS\DARKLAND
```

Once installed, you will have three additional programs in your DARKLANDS subdirectory: a character editor, a music jukebox, and an art gallery.

### ART GALLERY

To run this bonus program, change to your game's subdirectory, just like you do when starting the game. Then type ARTGALLERY and tap return.

Point and click with your mouse to select which picture you wish to see, go to previous or next pages of selections, or exit to DOS. To leave a picture and return to the options list, click the left mouse button or tap any key.

### JUKEBOX

To run this bonus program, change to your game's subdirectory, just like you do when starting the game. Then type JUKEBOX and tap return.

To play a tune, simply press the appropriate letter. To stop a tune, hit the space bar. To exit the program, tap the ESC (escape) key. The program uses the hardware configuration you specified in the game's install program.

### CHARACTER EDITOR

To run this bonus program, change to your game's subdirectory, just like you do when starting the game. Then type EDITOR and tap return.

The character editor allows you to modify the contents of a saved game file. We strongly suggest you edit a *copy* of this file, rather than the original. This is because the editor permits you to set values and properties outside the normal range. Your changes could cause new and unique problems. Therefore, use this editor at your own risk! Fortunately, all you risk is the edited saved game file and any files saved thereafter. This editor cannot "corrupt" the game itself. If you encounter problems, erase the edited saved game and continue from an unedited saved-game instead.

Many of these dangers are described below. In addition, we recommend you keep all values, equipment, etc., within the normal playing range and frequency a party could encounter in the game. If you "go wild" and give everyone 99 quality armor and weapons, knowledge of every saint and formula, tons of special items, etc., don't be surprised if the game sometimes "goes wild" as well!

**GENERAL CONCEPT:** The editor uses the keyboard only. It does not support a mouse.

To shift screens, hold down the "alt" key and tap the highlighted letter ("m" for Main, "a" for Attrib, etc.).

To move between options on a screen, use the arrow keys.

To change from one character to another, use the number keys (1 to 5).

To change a highlighted box, use the "+" and "-" keys (including those on the numeric keypad). Either "shift" key and the keypad "+" or "-" increments or decrements by units of 10.

Once you have adjusted any data in a file, you must save or abandon those changes before moving to a new file. If you try to change files anyway, you are asked "Save Changes? (Y/N/C)" where Y=Yes, N=No, and C=Cancel.

**WARNINGS:** This editor allows you to adjust values to theoretical maximums and minimums. However, Darklands program logic sometimes relies on additional limits built into the data structures and game logic. If you exceed these limits, unexpected and potentially fatal things can happen! Please heed the warnings and don't make changes beyond of the limits noted.

**MAIN SCREEN (ALT M):** This allows you to select a saved file and character for editing. Use the left and right arrows to select a saved game file. The most recent saved game is noted to the far right. A summary of party information appears for each saved game.

To select a specific character in the party, use a number key (from 1 to 5, but only existing characters can be accessed).

To edit any character's name, use the up/down arrow to move the highlight box over the full name, then tap Return or Enter.

To adjust party information (cash, credit, fame, or Pstone), use the up/down arrow to move the highlight box over that value, then use the keypad "+" or "-" keys. To increase/decrease by increments of 10, hold down "shift" with keypad "+" or "-".

**MONEY LIMITS & "LOCK-IN":** The initial wealth of the party is not actually recorded in the game until after you leave the initial interaction options (i.e., whether to look around the inn, go into the city streets, start outside the city, etc.). Therefore, editing party money for parties saved earlier (i.e., on the very first screen) has no effect.

We suggest that you do not have more than 1,000 fl in cash or Letter of Credit. Although designed to handle larger values, if money gets really huge, it will go negative and cause serious problems.

**PHILOSOPHER'S STONE:** The designed game limit for the philosopher's stone is about 25 to 30. Higher values could cause problems.

**PARTY FAME LIMITS:** We suggest that you do not set party fame to more than 1,000 pts. Although designed to permit higher values, the text statements about fame no longer change. Absurdly huge fame values will cause problems.

**ATTRIB SCREEN (ALT A):** This allows you to view and adjust attribute and skill values. Use number keys (1 to 5) to select a character, use the arrow keys to move the highlight box, and use the keypad "+" and "-" keys to increase or decrease values. To increase/decrease by increments of 10, hold down "shift" with keypad "+" or "-".

**ATTRIBUTE RELATIONSHIPS:** Attribute values include two numbers — the current value, and the permanent value. You should preserve the initial difference between these values (i.e., if current value is 15 higher than maximum, make sure the adjusted current value remains 15 higher than the maximum). Otherwise, when saints and/or potions wear off, weird things could happen.

**ATTRIBUTE LIMITS:** The game design and logic assumes that the maximum human attributes are about 50, except Divine Favor which is normally 99. We urge that you honor these limits.

**SAINTS (ALT N):** This specifies which saint a character knows (or doesn't know). This screen is part one of the list. Use the arrow keys to move the highlight box, and the "+" or "-" keys to place or remove a checkmark.

**SAINTS 2 (ALT T):** This is the second part of the saints list, and works just like the first.

**FORMULA (ALT F):** This specifies which alchemical formula is known. Use the arrow keys to move the highlight box, and the "+" or "-" keys to place or remove a checkmark. Each formula has three versions, each of which is learned separately.

**ITEMS (ALT I):** In Darklands each character can carry up to 45 items. Use the arrow keys to move the highlight box, and the keypad "+" or "-" keys to make adjustments. Quality and quantity values can be adjusted by units of 10 using "shift" and keypad "+" or "-".

You can only add a new item directly after the current items. You cannot have "blank" spots in the list of items. Therefore, you must fill up the first column before you start adding items in the second.

**THE 46TH ITEM:** Characters can only have 45 different items. The 46th item listing (on the lower right corner of the screen) is always "Nothing." You cannot change it.

**QUALITY:** For simplicity, quality is initialized at 25, and is adjusted separately from items. To represent special quality items (such as relics of high quality, poor quality looted armor or weapons, etc.), make the appropriate adjustment yourself.

**POTIONS:** All potions should be quality 25, 35 or 45. Any potion quality over 45 will cause serious logic problems, especially in battle.

**THROWING WEAPONS:** All these weapons must be quality 25. This includes throwing axes, throwing knives, darts and javelins. Any other quality value may prevent them from being used.

**AMMUNITION:** All arrows, quarrels and balls must be quality 25. Any other quality ammunition may not fire (i.e., the missile firing logic might ignore them).

**WEIRD ITEMS:** Certain items exist in the item list, but were never used in the game. Don't expect the possession or use of these items to actually do anything. If you don't recognize an item, don't add it to a character's possessions. Certain relics rely on the fact that they have difficult quality levels (especially weapons). Don't give all relics the same quality, especially all weapons.

**SAVE (ALT S):** This saves the revised character(s) to the saved game file. No changes are permanent until you select this option.

**EXIT (ALT E):** This leaves the editor program and returns you to DOS. Unless you have saved your changes, no changes occur.