Bane of the Cosmic Forge has its own installation program which will help you to install Wizardry on floppy disks or your computer's hard disk. Because the programs on the floppy disks which came in your package are archived, they cannot run without first going through the installation process.

Depending on the type of disk(s) you install Wizardry to, you'll need the amount of disks or drive space listed below. Label the floppy disks you create alphabetically.

Type of Disk	Amount Needed
5.25 Low Density	11 *formatted* diskettes
5.25 High Density	3 *formatted* diskettes
Hard (Fixed) Drive	2.4 megabytes free space
3.5 Low Density	Call us for custom disk split routines
3.5 High Density	Call us for custom disk split routines

To begin the installation program, just put master disk E (5.25) or master disk B (3.5) in your floppy drive. Log on to that drive and type **WINSTALL**. Once you begin the installation program, Wizardry will ask you to select among various options:

Source Drive: The drive Wizardry will copy its information *from*. You'll put the master diskettes provided in your package in this drive as the installation process continues.
Destination Drive: The drive Wizardry will install its information *to*.
Graphics Modes: Wizardry supports many different graphics modes, including 16-color Tandy. On your screen, you'll see the graphics modes your computer supports. Select the best graphic mode for your computer.
Sound: Wizardry can provide digitized sound through the AdLib board, Covox Voice Master or Sound Master, SoundBlaster or your PC's internal speaker.
Mouse: If you have a Microsoft mouse 2.0 or higher or a compatible, you may run Wizardry entirely by mouse.

To move between the choices, use the arrow keys. To change an option, press **RETURN**. Once you have finished selecting among the options, select **FULL INSTALL**. You may also change the program's configuration after it's been installed, from no sound to AdLib for example; use the **CONFIG ONLY** option. Quit the install program by selecting **ABORT INSTALL**.

If you have already installed Wizardry, but want to change the graphics option, from CGA to EGA for example, you must do a full install; you cannot select CONFIG ONLY.

If You're Upgrading From an Earlier Version...

... and want to continue on with your same party, you'll need to install this version of Wizardry on your hard drive as well. Your save game file (SAVEGAME.DBS) is specially designed for hard drive use only and is not compatible with the floppy system. However, you can start a new game with a new party using the floppy system.

Adjusting the CONFIG.SYS file

For optimum performance, Wizardry needs at least 15, preferably 20 or more, files open within your system. Using any standard editing program, adjust or add the following line to your CONFIG.SYS file: **FILES = 20**

Thanks for the Memory

Wizardry needs approximately 560K of free RAM in a 640K machine. To determine the amount of memory you have free, just run the CHKDSK program (typically on the DOS master disk or directory). Should CHKDSK report less than 560K, there are several things you can do.   First, check your AUTOEXEC.BAT file for memory resident programs (TSRs); you may need to remove them before beginning *Bane of the Cosmic Forge*. Some TSRs slow Wizardry down; the program may seem sluggish and slow to respond to your key inputs. If you don't want to remove your TSRs, try turning the Wizardry's sound off or create a separate bootable master diskette.

Save Game Drive

You may save your game to any disk drive. Once you have entered Wizardry, select the "Disk" option. Next, select "Game Configuration". Using the [UP] and [DOWN] arrow keys, move to the Save Game Drive option.

Hard Disk: To save the game to your hard drive, leave this field blank. Wizardry will save your game to the default directory (the same directory where you installed the program). If you wish to save your game to a different directory, however, type the letter of the drive, followed by the correct path and a backslash. For example, C:\BANE\. If you would like to save it to another directory or path, the directory must exist beforehand; Wizardry will not make the directory for you.

Floppies: If you'd like to save your game to a floppy drive, just type the letter of your drive, usually "A:" or "B:". Before you save a game, however, make sure your disks are formatted ahead of time.   We recommend you save your game to a floppy disk on a regular basis for backup purposes. So, in case something happens to your save game, you've got a backup.

Tandy 1000 Owners

Tandy 1000 computers normally come configured with DOS and 64K of graphics memory. Unfortunately, this doesn't leave Wizardry all of the room it needs to operate. Using the SETUP program on your master system disk, you can adjust the amount of memory used by the graphics system. Wizardry requires only 32K of graphics memory; change 64K to 32K. When you reboot your system, you should have approximately 572K of memory available. You may need to change the setting back to 64K to run other programs. If your Tandy has only one 3.5" high density drive you *can* run this program. Please call us for instructions.

Replacing "Replace"

In the manual, you will find reference to an option called "Replace". Using this command, you could kick out one of your more experienced party members, and replace him or her with a level 1 greenhorn. However, this isn't true to real fantasy role playing. And true fantasy role playing is what *Bane of the Cosmic Forge* is all about. Therefore, this option is no longer available so you can enjoy a true fantasy role playing experience without compromise.

Reinstalling Bane of the Cosmic Forge and Keeping Your Characters

1. Beginning in your current *Bane of the Cosmic Forge* directory, copy the files PCFILE.DBS and SAVEGAME.DBS to a floppy disk or to a different directory on your hard drive.
2. Then, delete all of the files within the *Bane of the Cosmic Forge* directory. It's recommended that you get your parents' permission and assistance for this step.
3. Reinstall *Bane of the Cosmic Forge* to your hard drive using the WINSTALL.EXE program.
4. Copy the files from step #1 to your new *Bane* directory.

WARNING

Please save your game often.
And keep a backup of that save game around.

If you're playing on your hard drive, save your game to floppy every now and again. If you're playing from floppies, save your games to alternating formatted diskettes.   Why?   You never know when modern technology will meet a magnet thus eliminating all your hard work.

Troubleshooting

If your game hangs at the title page or crashes randomly there are several things you can do to eliminate the problem.

1. If you have any memory managers or other memory-consuming and altering TSRs in your AUTOEXEC.BAT file, remove them. You may also create a separate floppy system master with only the basic system on it; use this disk to boot your computer when you plan to play Bane of the Cosmic Forge.
2. Your computer may have an active accelerator card or a turbo mode. Because Wizardry's sound routines are very specific, an accelerator card or turbo mode can cause problems. You may turn off the game's sound or turn off the accelerator card or turbo mode.

You can't resume your saved game. This problem may occur if your save game disk has been corrupted or if Wizardry's Game Configuration has incorrect information.

1. To check the game configuration, you'll need to enter Bane of the Cosmic Forge with a new party of adventurers... after all, your current party is stuck in the "Resume Saved Game" option. Using the "Add Party Member" option, add at least two characters to the party. Then, choose the "Start New Game" option. Once in the dungeon, press **RETURN** to enter the "Party Options" menu. There, select "Disk" and "Game Configuration". Now, check the information in the "Save Game Drive" slot. If it is blank, then your game is being saved to the same directory where the program files are located. If this is okay and is where your save game file (SAVEGAME.DBS) is located, leave it as is. If your save game is elsewhere, such as A: or B: or C:\BANESAVE\, enter that information instead. Once you've entered the correct information, select "QUIT - **NO** SAVE".
2. If you find your "Game Configuration" is okay, then your SAVEGAME.DBS files may be corrupt. The best insurance is to have a backup save game to rely on. However, if that's not available, you may want to try a disk doctor program such as Norton Utilities (published and copyright Peter Norton/Symantec Computing). Although this program may not be able to restore the file if it is badly damaged, at least it will give you a chance to get your adventurers back.