

Some items, such as hoopaks, can only be readied during combat or while encamped. If you attempt to ready such an item in the wrong place, you will get a NOT HERE message.

During combat the names of characters and NPCs on your side will be displayed in blue, while enemy names will be displayed in yellow. The names appear on the right side of the screen whenever the cursor is over a character in your line of sight (one that one of your player characters can see).

HINT: If you find combats too easy or too difficult, use the LEVEL command (Rule Book, page 8).

Transferring Characters from Champions of Krynn

Select the LOAD SAVED GAME option then CHAMPIONS and insert your Champions of Krynn save game disk when requested. This will load all of the characters, most of their equipment and the money in the Krynn bank.

If you wish to load only a single character from Champions of Krynn, boot up Champions of Krynn and load the saved game in which the character resides. Choose the Remove Character option and remove the character from the party. Start Death Knights of Krynn and choose the ADD CHARACTER TO PARTY option and then select CHAMPIONS. A screen with the name of the Character will appear and can be loaded into the new party.

Spell Memorization

To rememorize spells in Camp, select the REST option, then rest for the preallotted time.

When using the spell Fire Shield, COLD means attuned to heat and HOT means attuned to cold.

Knights cannot lead NPCs in the commodore version of Death Knights of Krynn.

ADVANCED DUNGEONS & DRAGONS, AD&D and DRAGONLANCE are trademarks owned by and used under license from TSR, Inc., Lake Geneva, WI.

© 1991 Strategic Simulations, Inc. All Rights Reserved.

© 1991 TSR, Inc. All Rights Reserved.

Commodore 64/128 Data Card

Advanced Dungeons & Dragons®

COMPUTER PRODUCT

DEATH KNIGHTS OF KRYNN

Before Beginning Play: There is no physical copy protection on your Death Knights of Krynn disks, so please make backup copies and put the originals away for safekeeping. Consult your disk drive or copy-software manual for copy instructions.

Saving Games: Only one game can be saved onto a disk. The program will format a save disk for you if you attempt to save to an unformatted disk. You should make at least two save disks and alternate them during play.

Loading the Game: After making your backup copies, the following steps will load the game:

1. Put Disk 1, Side A in drive.
2. Type **LOAD "*" ,8** and press **RETURN**.
3. Type **RUN** and press **RETURN**.
4. Follow all prompts to run the game. To answer the verification question, use the Adventurer's Journal or the Rule Book. Type the indicated word and press **RETURN**.

You will be prompted to insert the correct disk whenever a disk swap is required.

To Begin Playing Quickly: A pregenerated party is provided on Disk 1, Side B. To load this party select the LOAD SAVED GAME option from the Party Creation menu then D.KNIGHTS and insert Side B when the saved game is requested.

The characters start at the very beginning of the game already outfitted with equipment and memorized spells. The exception to this is the kender character, who will have to ready his hoopak from combat or while encamped.

Refer to the sections on movement, combat, etc. in this data card, or from the rule book or journal as needed.

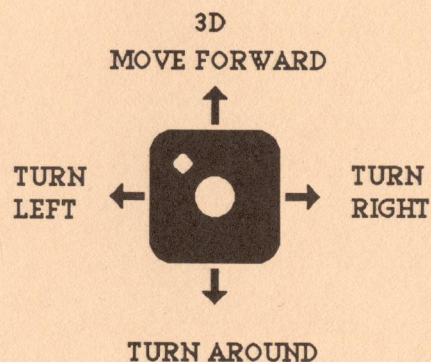
Using Menus: Most options in the game are selected from horizontal and vertical menus. Horizontal menus select action, such as casting spells or readying weapons. Vertical menus generally select items to be acted upon, such as spells to be cast or weapons to be readied.

To access menus with the keyboard, use the up and down cursor controls for vertical menus and the left and right controls for horizontal. Press ENTER to make selections. The joystick is similar to the keyboard; use the button to make selections.

Moving: To move in the 3D view, use the following commands:

- I: moves the party forward.
- J: turns the party to the left.
- K: turns the party to the right.
- M: turns the party around.

JOYSTICK MOVEMENT

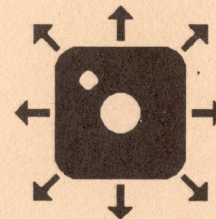


To move or aim in combat, or to move in the wilderness view, use the following commands:

- 1: moves character up.
- 2: moves character up and right.
- 3: moves character right.
- 4: moves character down and right.
- 5: moves character down.
- 6: moves character down and left.
- 7: moves character left.
- 8: moves character up and left.

JOYSTICK MOVEMENT

COMBAT/WILDERNESS



NOTE: It is easier to get diagonal movement with the keyboard than with the joystick.

Commodore 64 Specific: The following is a list of Commodore 64 specific commands.

<Left Arrow>: is identical to the EXIT command from menus. In combat, pressing this key will take back a move, but will not erase any damage taken during the move.

Q: sets all characters to QUICK (computer control).

<SPACE>: Returns all characters to normal control from QUICK.

M: Toggles magic on/off for characters set to QUICK.

