

# SIRTECH

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Printed in Canada

Part #RD05011300

WINNER OF  
-5-  
ROLE-PLAYING  
GAME OF THE YEAR  
AWARDS

OVER  
-5,000,000-  
SOLD

WINDOWS 95  
COMPATIBLE WITH  
WINDOWS 3.1 & NT

MACINTOSH



# Wizardry GOLD



 SIRTECH

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*Crusaders of the Dark Savant* application software  
Copyright © 1992 by Sir-tech Software, Inc.

*Wizardry Gold* application software  
Copyright © 1996 by Sir-tech Software, Inc.

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## Installing the Game

*Note:* When installing the game, you have the choice of a Normal, Medium, or Full installation. Normal installation takes the least space on your hard drive, but the game may run faster if you select a Medium or Full installation.

### Windows 3.x

1. Insert the *Wizardry Gold* CD into your CD-ROM drive.
2. In Program Manager, select **Run** from the **File** menu.
3. After "Command Line," type **D:\SETUP** where **D:\** is the letter of your CD-ROM drive.
4. Click on Normal, Medium, or Full Install, and then follow the prompts.

### Windows NT

1. Insert the *Wizardry Gold* CD into your CD-ROM drive.
2. In Program Manager, select **Run** from the **File** menu.
3. After "Command Line," type **D:\SETUP** where **D:\** is the letter of your CD-ROM drive.
4. Click on Normal, Medium, or Full Install. Follow the prompts.

### Windows 95

1. Insert the *Wizardry Gold* CD into your CD-ROM drive.
2. The installation program will start automatically. Follow the prompts. If nothing happens when you put the CD into the drive, use the following instructions:
  1. Insert the *Wizardry Gold* CD into your CD-ROM drive.
  2. Double click on **My Computer**.
  3. Double click on the CD-ROM drive icon.
  4. Double click on **Setup**.
  5. Select Normal, Medium, or Full Install. Follow the prompts.

### Macintosh

1. Insert the *Wizardry Gold* CD into your CD-ROM drive.
2. Run the *Wizardry Gold* Installer.
3. Click on Normal, Medium, or Full Install. Follow the prompts of the installation program.

## What You Need

### Windows

An IBM or 100% compatible computer, a double-speed CD-ROM drive or faster, a 386 or better processor, 4 MB of RAM or more, 10 MB of free hard drive space, and Windows '95, Windows NT, or Windows 3.1 or higher.

### Macintosh

A Macintosh LC-III, Performa, or better, a double-speed CD-ROM drive or faster, 8 MB of RAM or more, a 256-color monitor, and System 7.0.1 or later.

## Troubleshooting

If you're having trouble getting the game to run properly, the best general advice is *to shut down any other programs or applications you may have open*. Then, your computer can give *Wizardry Gold* its undivided attention. If the problems persist, call our technical support team at: (315) 393-6644, Monday through Friday, from 9 am to 5 pm Eastern time.

## Getting Started

After the credits roll (hit ESC to skip them), the Master Options menu will appear. If you're playing the game for the first time, there are two ways to start your adventure.

### Using a Prerolled Party

To begin the game with characters we've already created, select **Add Character**. Click on the name of the character you want to add to the party, then click on **Add**. Add up to six characters, then click on **Start New Game**.

### Creating Your Own Party

If you prefer to create your own adventurers, select **Character Menu**, then **Create**. Create six characters. (See "The Player Character" and "Creating a Player Character" in the built-in manual.) When you're done, **Exit** the Character Menu. Select **Add Character** to include your creations in your party. Next, select **Start New Game**. Once on Lost Guardia, *equip your characters' weapons and armor*—don't wander around naked and unprotected! Save your game (you can't be too careful), and you're ready to explore.

If you've played *Wizardry* before, you have some other choices:

### Importing Characters from *Bane of the Cosmic Forge*

Click on **Import from Bane** in the Master Options menu. Then, select the file name and location of your *Bane of the Cosmic Forge* endgame save. **Note:** When you import characters into *Wizardry Gold*, they keep a portion of their items, traits, and spells. For example, it's possible that during the trip your mage may keep all the points needed to cast a spell, but forget the spell itself!

**Using Save Games from *Crusaders of the Dark Savant* (IBM version)**  
If you have save games from the DOS version of *Crusaders of the Dark Savant*, you may continue your quest in *Wizardry Gold*. Select **Import Game** from the **File** menu. Next, select the location and file name of your *Crusaders of the Dark Savant* save, and you're ready to roll!

## Saving Games

To save your game, select **File**, and then **Disk Options**. You have a couple of options. If you want to keep on adventuring after you've saved your game, select **Save and Resume**. Or, if you'd prefer to leave the wonders of Lost Guardia for the mundane Real World, select **Save and Quit**. When you save your game, the program will ask you to choose a file name and location for your saved game.

## Loading Games

### Loading a Save Game at the Beginning of Play

To load a save immediately after booting up the game, select **Load Savegame** from the Master Options menu. Then specify the name and path of the game you want to load and click on **OK**.

### Loading a Save Game During Play

If your party is so beaten, bloodied, and close to death that you'd like to load a game during play, select **File**, and then **Disk Options**. Click on **Quit-No Save** (assuming that you don't want to save your dubious progress first). Then, select **Load Savegame** from the Master Options menu.

## *The Built-in Manual*

The built-in manual provides full details on playing the game. To access the manual, either hit the **F1** key, or select **Help**, then **Manual**. Before starting the game, we recommend you read the sections "The Player Character," "Creating a Player Character," "Adventuring," "Adventuring Options," and "Combat." You'll want to read the whole manual at some point.

**Hint:** You can print items from the manual or hint guide. For example, if you want a paper listing of all the spells, go to the "Magic Spells" section of the manual, and select **Print**. Viola—an instant Spell Reference Card!

## *The Built-in Hint Guide*

If you need a nudge to get past one of *Wizardry Gold*'s puzzles, you can consult the built-in hint guide. Either hit **F1** or select **Help**, and then select **Hint Guide**. Next, select the area where you're stuck. A list of questions about that area will appear. Click on the question you want answered, and the answer will pop up.

Lost? The hint guide also contains maps of every area in the game (except for the great outdoors—see "The Lost Guardia Map"). Open the hint guide, click on the region you're stranded in, and then click on the line "Click Here For Maps and Messages." A map of the area appears labeled with numbers. Click on a number, and a message will appear containing the text or actions that occur at that location. For example, if you click on the number "1" on the Starter Dungeon: Upper Level map, you'll see the text "The acrid smell of staleness bites your nostrils as you enter . . ."

Last, but definitely not least, the hint guide contains gobs of useful

information on monsters, weapons, armor, and items—how powerful they are, their magic powers, and so on.

## *The Lost Guardia Map*

Before you start wandering in this strange new world, you'll want to get an overview of the lay of the land. Select **Help**, then **Map**. The world map that appears doesn't show every tree and rock, but it does display all of Lost Guardia's most famous tourist attractions.

## *The Map Kit*

Sooner or later, you'll come across the Journey Map Kit. Once you've found it, you'll be able to use *Wizardry Gold*'s automapping feature. Give the map kit to the member of your party with the highest Mapping skill. Then, either have the character **Use** the map kit, or press **F5**. An automap will appear, showing the party's current location. Press **F5** again to make the automap disappear.

## *Opening Treasure Chests*

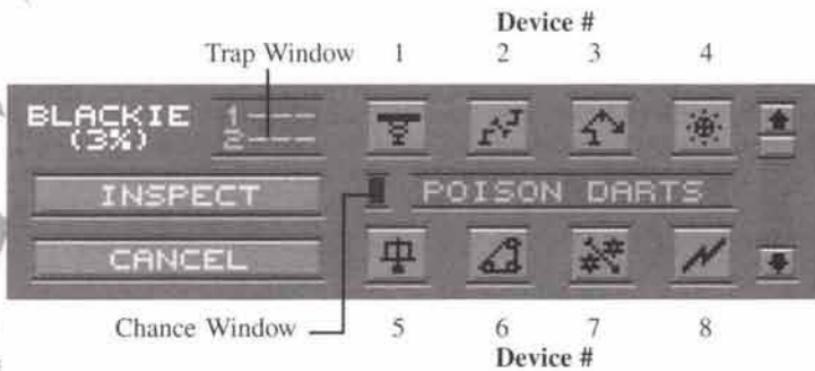
Here's how to jimmy open any treasure troves you may find during your explorations. Don't forget to use a character with a high Skulduggery skill!

1. Select the **Open** option by clicking on the key icon.
2. Select **Inspect** and hold the mouse button down while your thief continues to look at the Trap Window in the upper left-hand section of

the Disarm screen. You will see a combination of these symbols:

- \* The device is part of the trap
- ? The device may or may not be part of the trap
- The device is not part of the trap

Once you have the pattern of the trap—you know, for example, that some devices are attached while others aren't—you can then figure out which trap might be active in the chest.



3. Scroll through the list of common traps found on Lost Guardia using the arrow buttons. As you do, you will notice the Trap Window change and fill with different sets of numbers. The numbers for a particular trap represent an attached device and the order in which these devices must be disconnected.
4. When you come to a trap that appears to have all the devices of your

thief's inspection (for example, your thief's inspection showed devices 1 and 5 attached, and the trap POISON DARTS also has devices 1-5 attached), then **Disarm** it. Using the Trap Window as a guide, press each device in the correct order (first for a 1, second for a 2, and so on). If the device doesn't deactivate when you push its button, try again before moving on to the next. See the manual for more information.

While disarming and inspecting a trap, keep a close eye on the "chance window." If its color is green while a device is selected, the device will deactivate. If the color is yellow, the device will not deactivate, but it won't set off the trap either. If the window is red, the trap will go off.

### **Picking Locked Doors**

1. Select the **Open** option by clicking on the key icon.
2. On your screen, you will see one or more columns depending on the complexity of the lock. The top row shows the tumblers shifting inside the lock. The middle row shows your character's chance of successfully opening the lock. The bottom row of buttons, when pressed, will stop the tumblers.



3. Whenever one of the boxes is green, click on the button below it or press its number (1-6, left to right) to set the tumbler correctly. If the button is yellow, the tumbler will not fall into place, and you'll have to try again. If it's red, the tumbler will not fall into place, and may break, jamming the door. You'll need a key or a spell to open a jammed door.
4. Repeat step 3 until all of the tumblers have been correctly set.

## Desktop Configurables

If you're a Windows user who can't get enough of *Wizardry Gold*, then bring the world of Lost Guardia to your desktop! The *Wizardry Gold* CD contains a bunch of items you can use to transform your Windows environment. You'll find .BMP graphics of all the player characters that you can use as wallpaper, as well as .WAV files you can use as system sounds. See the README file on the CD for more information.

## Keyboard Shortcuts

### General Conventions

Return ... Selects the first menu or the highlighted option  
1st Letter of an option selects it  
Arrows .. Move between options  
+/- ..... Adds or subtracts  
ESC ..... Cancel button, ends messages and intro

### Creating Characters

Spacebar Selects next skill or ability while assigning points  
+/- ..... Add or subtract points  
Arrows .. Move from one skill area to another

### Adventuring/Reviewing Characters

1-6..... Selects a character for review or "Who?"  
ESC ..... Exits "Who?" without selecting anyone; also exits review screen  
Arrows .. Up and Down scroll through characters  
E ..... Edits characters, change name, profession and picture  
C ..... Candle of Life

### Reviewing Items

E ..... Equips selected item  
B ..... Toggles between regular inventory and swagbag.  
1-9,0..... Selects item in slot numbers 1-10.

### Movement

Up Arrow ..... Move Forward  
Left Arrow ..... Turn Left  
Right Arrow ..... Turn Right  
Back Arrow ..... Step Backward  
< ..... Sidestep Left  
> ..... Sidestep Right

### Combat

Return ... Accepts the highlighted option  
1-5 ..... Select monster group to attack

### Automap

F5 ..... Brings up automap, hit F5 again to turn it off.

### Help

F1 ..... Brings up Help menu

## The Adventuring Screen

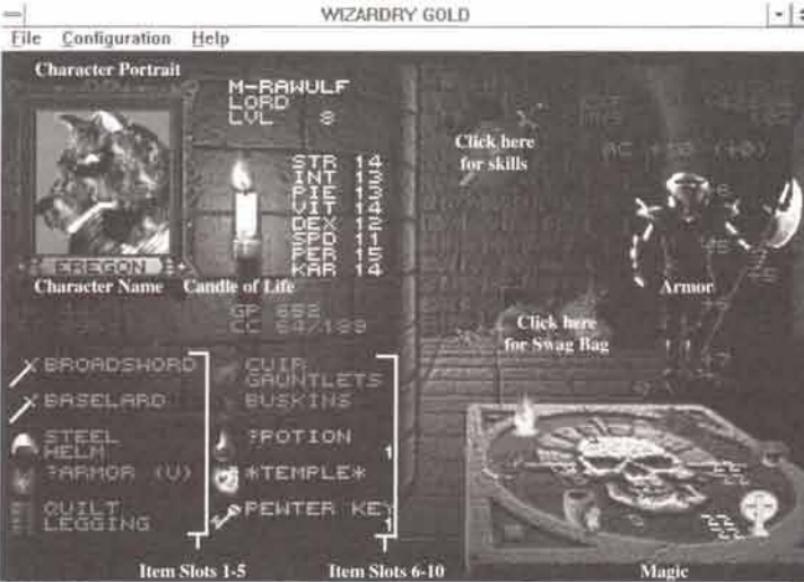
**File Menu:**  
Disk Options, Loading and Saving Games  
**Configuration:**  
Music and Audio, Text Delay, Difficulty Settings  
**Help Menu:**  
Manual, Hint Guide, Lost Guardia Map



**Movement:** Use the arrow keys, plus < and > keys to sidestep. Or, use mouse arrow cursor in Adventuring Screen.  
**To view characters:** Click on their picture, or hit their character number.  
**To switch places:** Click on name, or press Shift-character number.

## The Character Screen

**Switching Characters:** Click on the Character Portrait to view others.  
**Equipping Items:** Select item, then press "E" or drag item to armor.  
**Exit Character Screen:** Click on EXIT, or press ESC.



**Edit Character:**

**Candle of Life:**

**Swag Bag:**

Click on **Character Name** to change character name, portrait, or profession.

Click on the **Candle of Life** for age, life, and next level information.

Click on the **Swag Bag** to view the Swag Bag inventory. Click on the Swag Bag again to return to normal inventory.

## Credits

### *Crusaders of the Dark Savant*

|  |  |
|--|--|
| Design, Writing, and Programming .....     | D.W. Bradley   |
| Manual, Hint Guide & Other Writing .....   | Brenda Garno   |
| MS-DOS Technical Programming .....         | Gary Speegle   |
| Graphic Director & Lead Artist .....       | Chris Appel  |
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| Storyboard Video Art Sequence .....        | Toshi Sato   |
| Title Page Video Sequence .....            | Derek Hardison   |
| Original Music Score & Sound Effects ..... | Steve Miller   |
| Sound Programming .....                    | Jeff Noyle, David Triggerson   |
| Manual Illustrations .....                 | Chris Appel, Toshi Sato  |
| Lost Guardia Map .....                     | Tim Yearlington  |
| Special Thanks .....                       | Jim Shobert  |
| Medieval Armament Research .....           | Jeffrey Yette  |
| Documentation Intern .....                 | Matthew Koscak   |
| Playtesters .....                          | Mike Anderson, Todd Ashley,<br>Andy Backer, James Barisse, Les Berkman, Marty Berkman,<br>Gary Brockelsby, Peter De Jager, Bill Dedi, Lawrence Ellis,<br>Brenda Garno, Albert Halprin, Austin Hendricks, Matthew Koscak,<br>Jim McDonnell, Joan "Mama" McKeown, Zach Meston, Pumpkin Man,<br>Jim Reagan, Monte Schultz, James Shobert, Linda Currie, Peter Spear,<br>Rob Welander, Dr. Steven Yood |

## Credits

### *Wizardry Gold*

|   |   |
|---|---|
| Windows and Macintosh Programming ..... | Jim Laurino,<br>Carl Dougan, Don Wilkins  |
| Graphics and Animation .....            | Dana DeLalla,<br>Michael Cuevas, Max Loeb,<br>Dave Avina, Don Wilkins   |
| Music Score and Sound Effects .....     | Jim Laurino   |
| Narration .....                         | Dr. Jack  |
| NPC Voices .....                        | Dave Avina, Michelle Benoit,<br>Carl Dougan, Jim Laurino, Andrea Saiz, Don Wilkins  |
| Reference Card .....                    | Charles Miles,<br>Brenda Garno  |
| Produced and Directed by .....          | Don Wilkins   |
| Executive Producer .....                | Robin Matthews  |
| Playtesters .....                       | Joseph Alessi, Andy Backer,<br>Nathan Bruyere, Bill Dedi, Pamela Dreizen, Barry Gelfand,<br>Bill Gillette, Steven Al and Megan Hartzell, Don Henson,<br>Charles Klimushyn, Randy Lee, Harold Lehman, John R. Lewis,<br>Phil "Fleshmobile" Lewis, Dave MacWilliams, Joan "Mama" McKeown,<br>William Malecky, Mike Montgomery, Moon Mulligan, Tom Needham,<br>Adam Newman, Steve O'Brien, Michael Percell, Bill Petersen,<br>Dave Reichhart, Ike Sanderson, Kathy Shaw, Quentin Spooner,<br>Robert Tenney, Marlyn Wasserman, Jeffrey Yette, Earl Ziegel,<br>Special thanks to Joan and Dan "FreakSaveBoy" Sherry. |

Thanks to "the Team" for their unrelenting dedication and determination,  
and thanks to Sirtech for their patience and commitment to high-quality  
entertainment.

## Contacting Us

### Technical Support

Call (315) 393-6644, Monday-Friday, 9 am to 5 pm Eastern. Or, you may write to us at: **Technical Support, Sirtech Software Inc., P.O. Box 245, Ogdensburg, NY 13669.**

If your disk has become unreadable within 30 days of purchase, return it with a dated, original receipt to Sir-tech Software, Inc. for a free replacement. After 30 days, enclose \$10.00 to cover costs of media restoration or replacement plus \$2.50 to cover shipping and handling. (NY residents, please add 7% sales tax to the total of repair and shipping.) Prices are subject to change without notice. Please include the following information in your package. Failure to do so could delay processing time:

- Original master diskettes
- Warranty card (if not already sent to us)
- Letter explaining problem and computer configuration
- For free replacements within 30 days, original and dated sales receipt (it will be returned to you)
- For replacements after 30 days, \$10.00 repair charge plus \$2.50 shipping handling fee and tax if applicable

### The Hints Hotline

Call (315) 393-6633, Monday-Friday, 4 pm to 8 pm Eastern, Weekends and Holidays, 12 pm to 4 pm Eastern. Or, you may write us at: **Hints Hotline, Sirtech Software Inc., P.O. Box 245, Ogdensburg, NY 13669.**

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light patterns or backgrounds on a television or a computer screen or while playing video or computer games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions, IMMEDIATELY discontinue use of this product and consult your physician before resuming play.