

Betrayal at Krondor
Version 1.02 Free Release Notes and README file



IMPORTANT NOTICE

Sierra will not be able to provide direct technical assistance for the free download version of Betrayal at Krondor. We do provide common troubleshooting tips that should correct many issues you may experience (See the BAKTS document for this information).

INSTALLATION INSTRUCTIONS

Once you download Betrayal at Krondor, you will need to expand the self extracting KRONDORZ.EXE file. To accomplish this, copy the KRONDORZ.EXE file into your TEMP directory on the hard drive. Once you have done this, launch the KRONDORZ.EXE file by double-clicking on it (if you are running Windows). If you are running in MS-DOS, you will need to create a SIERRA\KRONDOR directory on your C drive, copy the KRONDORZ.EXE FILE into that directory, then run the KRONDORZ.EXE file. Below is an example of the steps to follow for MS-DOS installation:

- 1) from your C:\ DOS prompt, type: MD SIERRA\KRONDOR <<ENTER>>
- 2) type: COPY C:\TEMP\KRONDORZ.EXE C:\SIERRA\KRONDOR\ <<ENTER>>
- 3) type: CD\ <<ENTER>>
- 4) type: CD\SIERRA\KRONDOR <<ENTER>>

5) type: KRONDORZ <<ENTER>>

Now you will be able to finish the installation process. If you are in Windows 3.1 or Windows for Workgroups 3.1.1, pull down the FILE menu from program manager, and select the RUN option. Browse until you have navigated to the SIERRA\KRONDOR directory and double-click on the SETUP program.

If you are using Windows 95, click on the START button and select the RUN option. Click on the BROWSE button and navigate to your SIERRA\KRONDOR directory. Double-click on the SETUP program and follow the on screen program.

The SETUP program will add several icons to your SIERRA program group or folder. One icon will add a utility to configure you hardware to run Krondor. You will actually need to run this utility to select the appropriate SOUND card configuration for the game. In addition, SETUP will add an icon for the Krondor game manual file. The game manual is provided in a Microsoft Write file format. NOTE - the game manual requires Windows 3.1, 3.1.1, or Windows '95 for proper viewing.

VERSION 1.02 NOTES

- In this version players can toggle between a "fixed" and a "rotating" overhead map display by pressing the "n" key while viewing the overhead view.
- Extra rope has been added to Chapter Five.
- More supplies have been added to the beginning of Chapter Nine.
- Another clue has been added in Chapter Three.
- Armorcraft and weapons skills increase faster than version 1.0 or 1.01.
- Items placed in Moredhel lock chests can no longer be "stolen." It was possible to steal items out of the Moredhel chests and then not have important items later in the game.

GENERAL NOTES

Betrayal at Krondor is a complex game with many intricate subplots. When you encounter an important character, or come across an important piece of information, you may want to take a few notes. You may also find it useful to go back and visit important characters or places more than once, as you might receive new information.

Some actions could require multiple attempts. For example, you can retreat from MOST combat situations, but your odds of success on any given turn are less than 50%. Don't be discouraged if your first try fails, subsequent attempts could provide different results.

To improve performance on some systems, it helps to load a disk caching utility like Microsoft's SMARTDRV.EXE program. Disk caching utilities reduce the number of times a program has to access the hard drive, speeding up certain program operations. If you are using a boot disk to run Betrayal at Krondor, you may want to add a line to the boot disk CONFIG.SYS or AUTOEXEC.BAT file that loads such a utility. For full instructions on loading the disk caching utility of your choice onto your boot disk, please refer to the manufacturer's documentation.

The BOOKMARK option is an excellent way to save your game, but it should not be used exclusively, as you will have no backups. (If you accidentally use this option during a particularly tough point in the game, it is nice to have some other games to restore to.)

If you have more than 1 Mg of free Expanded Memory, Krondor will use this extra memory, thus allowing your game to run more quickly and smoothly. Also, if you are playing the game with less than 595,000 bytes of conventional memory, some sounds may not be played. This will not affect gameplay. You can check your free conventional memory by typing "mem" at the dos prompt. You can free up enough memory to play the sounds by creating a boot disk. Re-run the install program from the Krondor directory on your hard drive and select the "Make Bootable Floppy" option.

Do not allow ALL your characters to become incapacitated or "frozen" during combat. Even though they are not "down," if none of your characters can move, the enemy will sweep in and kill them, thus ending the game.

STACKER

We have found that Betrayal of Krondor works best with Stacker if you remove the /EMS or /UM switch from your CONFIG.SYS file (on your boot disk only). You will want to remove these switches so your computer will not cache to Expanded Memory, or to Upper Memory. (Consult your DOS or Stacker manual for more information on editing this file.)

DOS 6.0 AND DOUBLESPEACE

For DOS 6.0 and Doublespace users, you may want to redirect Krondor's TEMP.GAM file to your UNCOMPRESSED drive. To do this, go to the Krondor directory and load the "RESOURCE.CFG" file using a text editor or word processor. Then add the following line: TEMPDRIVE = H:\ (Note: If your uncompressed drive uses a different drive designation, replace the "H" in the line above with the correct drive letter.)