

Advanced
Dungeons & Dragons

BIRTHRIGHT™



THE GORGON'S
ALLIANCE™



©1996 Sierra On-Line, Inc. * and/or ™ designate trademarks of, or licensed to Sierra On-Line, Inc., Bellevue, WA 98007. All rights reserved. U.S. Patent No. 5,337,997. Other U.S. and foreign patents pending.

BIRTHRIGHT, ADVANCED DUNGEONS & DRAGONS, The Gorgon's Alliance and the TSR logo are trademarks of TSR, Inc., and are used under license. 003241000



SIERRA®



Table of Contents

System Requirements	2
Memory Requirements	2
What's in This Manual?	3
Conventions	3
Installing the Game	3
Configuring Your Game Options	4
<i>Birthright</i> [™] Rules and On-line Help	7
Expand, Adventure, or Fight?	8
Full Game Choices	9
Quick Start	10
Training to Play <i>Birthright</i>	11
Anuire Map Buttons and Icons	12
Realm Management Buttons	14
Army Units	15
Personal Combat Status Bar	15
Realm Icons	16
Approaches to Winning the Empire	17
The History of Anuire	18
Definitions	23
NPCs and Awnsheghlien	24
Spells and Magic	29
Common Magic Items	29
Relics of Power	32
Blood Abilities	34
Wizard Realm Spells	36
Priest Realm Spells	37
Wizard Spells	38
Priest Spells	40
Technical Support	41
Sales Support	42
Automated Hint Lines	43
Credits	46
Quick Reference Keyboard and Mouse Controls	48

System Requirements

Minimum

- ◆ IBM compatible computer with Pentium 75
- ◆ One megabyte PCI or VESA local bus SVGA graphics card
- ◆ Eight megabytes (8 MB) of RAM
- ◆ MS-DOS® version 5.0 or later OR Windows® 95
- ◆ Hard disk with 30 to 300 MB free
- ◆ A CD-ROM drive (quad speed)
- ◆ Sound Blaster or compatible sound card
- ◆ Modem for multiplayer for internet or modem play
- ◆ Mouse

Preferred

- ◆ IBM compatible computer with Pentium 100 MHz or better
- ◆ Thirty-two megabytes (32 MB) of RAM
- ◆ MS-DOS® version 5.0 or later OR Windows 95
- ◆ Hard disk with 30 to 300 MB free
- ◆ An SVGA graphics card and SVGA 256 color monitor
- ◆ A CD-ROM drive (hex speed)
- ◆ Sound Blaster or 100% compatible sound card or any Windows 95 supported sound system
- ◆ SMARTDrive or other disk caching software
- ◆ Modem for multiplayer for internet or modem play
- ◆ Mouse

Memory Requirements

The amount of memory in your machine determines what you see on your monitor and may determine which game you wish to run: the version for Windows 95 or DOS.

To use the table below, locate the amount of RAM on your machine. Read across the table to see what resolution of the graphics you can expect to see while running either of the two versions.

	WINDOWS 95			DOS 5.0	
	WALL TEXTURES	ANIMATIONS		WALL TEXTURES	ANIMATIONS
32 MEG	Medium	Hi-res	32 MEG	Hi-res	Hi-res
24 MEG	Medium	Medium	24 MEG	Medium	Hi-res
16 MEG	Lo-res	Medium	16 MEG	Medium	Medium
12 MEG	---	---	12 MEG	Lo-res	Medium
8 MEG	---	---	8 MEG	Lo-res	Lo-res

What's in This Manual?

This manual explains how to:

- ◆ Install and run the game,
- ◆ Adjust the Options controls to select the kind of game you like to play,
- ◆ Use the game's icons and buttons,
- ◆ Use the tutorial games to learn to play,
- ◆ Access the on-line help for the rules and how to play the game.

For quick reference of keyboard and mouse commands, see the last page.

Conventions

1. Click the right mouse button on icons, buttons, or objects for more information.
2. Click the left mouse button to select an object or button.
3. Press the ESC key to access the main menu shield.

Installing the Game

You must install the game with the *Birthright*™ installation program, not "copy" commands, to ensure that the game is installed correctly.

The installation program automatically determines the graphics and sound capabilities of your computer system, then takes you step-by-step through the process of installing *Birthright* on your hard drive.

Installation for Windows® 95 with Autoplay Activated:

1. Start your computer system so that Windows® 95 has launched.
2. Insert your Sierra CD into your CD-ROM drive.
3. If you have Autoplay activated, just select the **Install** option and follow the on-screen prompts.

Installation for Windows® 95 without Autoplay Activated:

1. Start your computer system so that Windows® 95 has launched.
2. Insert your Sierra CD into your CD-ROM drive.
3. From the **START** menu, select **RUN**.
4. In the **RUN** window, browse to or type **D:\SETUP** and click **OK**. This assumes that your CD-ROM drive is **D**. Please substitute the appropriate drive letter.
5. Follow the on-screen prompts to install *Birthright* to your hard drive.

Installation for DOS:

1. Start your PC.
2. Insert your *Birthright* CD into your CD-ROM drive.
3. From DOS, change to your CD drive (e.g., **D:<Enter>**). (Please insert the appropriate CD-ROM drive letter if it isn't **D**.)
4. At your CD-ROM drive, type **INSTALL** and press **<Enter>**.
5. Follow the on-screen instructions.

Starting *Birthright*:

Use one (1) of the following that applies to your computer's setup:

- ◆ To start *Birthright* under Windows® 95 with Autoplay activated, insert the CD into your CD-ROM drive. Select the RUN option when AutoPlay appears.



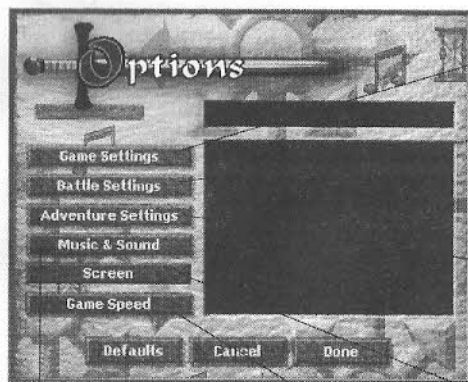
- ◆ To start *Birthright* under Windows® 95 without AutoPlay activated, click on the START button and select Programs. Select the SIERRA option and click on the *Birthright* icon.

- ◆ From DOS, change to the C:\Sierra\Birthrt directory (or the directory to which you installed the game), and type: Birthrt<Enter>.

Select one of the following buttons from the game shield menu: **Begin New Game** to start a completely new game, **Load Saved Game** to continue a previous game, **Multiplayer** for internet, network or modem play, **Options** to configure the game, speed, music, or sound settings, **Help** for more information, or **Quit** to exit.

Configuring Your Game Options

Click the **Options** button on the main menu to open the **Options** dialog box. The choices that you make determine the kind of game you'll play. Each Option button is explained in more detail on the following pages.



Set the game difficulty, and choose the game type.

The **Battle Settings** button lets you choose Battle Difficulty (Easy, Medium, or Hard) and Battle Speed (Slow, Medium, or Fast).

Choose the degree of difficulty of your opponents and the combat mode: Real-time/Arcade (fast paced) game or Turn-based/RPG (role playing game).

Change the **Music Volume** and **Sound Effects** from 0 (Off) - 10 (Loudest).

Change the settings that control the speed of the game.

Change the **Game Window Size**. Decreasing the size may increase the speed of the game.

When you press one of the buttons on the left, the choices will be displayed inside the large box on the right side of the dialog box. To adjust your choices, click on the + or - button displayed to the right of each option.

When all of your settings have been made, click the **Done** button to have them go into effect. If you change your mind and want to have your changes ignored, click the **Cancel** button. If you want to reset all of the controls back to the game's preset default values, click on the **Defaults** button.

Game Settings

Game — *Birthright* has three difficulty settings: Easy [300 points], Medium [400 points], and Hard [500 points]. The harder you set the game, the harder the Gorgon becomes when fighting! You can adjust the difficulty at any time during the game prior to winning.

Description Style — There are two choices: AD&D® and Simple. The first follows standard terminology of AD&D for players already familiar with this genre. The alternate choice eliminates the jargon used in AD&D and is meant for players who are not familiar with dungeons and dragons games.

Battle Settings

Battle Difficulty — Adjusting the Difficulty rating controls the tactics used by enemy units while attacking and moving onto the battlefield.

Battle Speed — Adjusting the Speed makes your enemies decide their actions faster or slower, giving you less time to think and move your units.

Adventure Settings

Difficulty — Your opponents become tougher as you increase the difficulty.

Combat Mode **Real Time** — In this mode, attacks occur at the same time, and there is no pause in the battle. You had better act quickly or your enemies will take the advantage.

Turn-based — This combat mode gives you time to deliberate and choose your next action. After everyone in your party has received their action commands, click the **DONE** button to commence that round of battle. Then the enemy attacks, and the cycle repeats. This is the true Role Playing Game combat mode.

Combat Speed — Your opponents' damage speed increases or decreases when you adjust the combat speed when in real-time combat mode. What that means is that more animations are played before actual damage is dealt.

Default View — This option allows you to choose in which view you want to position the camera during adventures. The line-of-sight is from the leader's viewpoint until combat begins. Only at that time will the camera automatically move to a position where the entire group is in the picture. It will remain in that position while the fight continues. When tabbing through the other characters in

