



GAME INVENTORY

- Either two high density 3.5" disks or three high density 5.25" disks
- *Captain's Guide To Realmspace*
- This Data Card

HARDWARE SPECIFICATIONS

Operating system: MS DOS 5.0 or DR. DOS 6.0

Memory: 1 megabyte of free memory

Graphics: VGA color video system

Sound: PC Speaker, Roland, Soundblaster/SB Pro, Adlib

Input Devices: Mouse (recommended), keyboard

SYSTEM REQUIREMENTS

This game must be installed on a hard disk and uses *a minimum of 8.5 megabytes* of available space. A VGA color video system is also required. If the game runs too slowly, use disk cache software (such as Microsoft's SMARTDRV.EXE that comes with Windows, or SMARTDRV.SYS with MS DOS 5.0) to improve the speed.

Note: FILES and BUFFERS must be set greater than or equal to 20 in your CONFIG.SYS file.

A minimum of **1 megabyte** of system memory is required. RAM resident programs may reduce your available system memory below the minimum required for this game. We recommend at least **1 megabyte** of free memory to run this program.

You may check your free memory by typing CHKDSK at the DOS prompt. Should CHKDSK report less than the minimum required free memory, you may do one of the following:

- Remove memory resident programs to free additional RAM.
- Lower the number of FILES and BUFFERS in your CONFIG.SYS file.
- Format a plain DOS boot disk. To do this, place a blank disk in drive A and type FORMAT A:/S. When finished, reboot the system with your new boot disk, and start the game.

Note: PIRATES OF REALMSpace will not run when using QEMM under stealth mode. Refer to your QEMM manual for instructions to deactivate stealth.

INSTALLING THE GAME

The disks that come with the game are in a compressed format, and must be installed before you can begin play. We recommend that you backup your game disks before proceeding. You can do this with the DISKCOPY command. Refer to your DOS manual for more information.

1. To install the game place Disk 1 in the active drive.
2. Type **INSTALL** and then press the Enter/Return key.
3. Follow all on-screen prompts.
4. Type **SJ** and press Enter/Return to begin the game.

CONFIGURING THE GAME

You may modify the following configuration features for your particular system when you start the game:

Sound Type: Select the type of sound on your system. Valid selections are: Soundblaster, Soundblaster Pro, Adlib, Roland LAPC, and PC speaker. If you do not have any of these sound boards, you may select PC speaker.

If you receive a MEL FATAL ERROR #3, it means that the game was unable to find your sound card at the interrupt you specified. Re-run your sound set-up program to change the settings. If you are unsure about the card's setting, run the diagnostic software that came with the card.

Saving Games: You may save to either a hard drive or a floppy. If you are saving games to floppies, you need to format save disks before playing. Use the DOS FORMAT command (refer to your DOS manual for instructions).

STARTING THE GAME

1. Boot your system normally with MS DOS 5.0 or DR. DOS 6.0.
2. Be sure that the hard disk containing the game is the active drive.
3. Change directory to the game's directory. Example: To change to the default directory, type **CD\SPELLJAM** and press Enter/Return.
4. Type **SJ** and press Enter/Return to begin play.

HOW TO PLAY

Using the Menus: Use the Hot Keys or click on the arrow keys with your mouse to move up and down the menus.

Mouse: To give commands using the mouse, point to the command and left-click with the mouse button. Right-clicking closes a window you have opened.

Note: The game may cause erratic movement with some bus mice.

Keyboard: To select a command using the keyboard, press the highlighted letter.

COPY PROTECTION

To answer the verification question, find the indicated word in the *Captain's Guide to Realmspace*. Type the indicated word and press Enter/Return. **Make sure you count section headings.**

IBM COMBAT COMMANDS

The following is a list of IBM specific commands used on the keyboard, while in the movement screen (see page 12 of *Captain's Guide to Realmspace*).

F1 = Disk Options	F6 = Bow View
F2 = Vessel Status	F7 = Port View
F3 = Crew Status	F8 = Starboard View
F4 = Navigation	F9 = Stern View
F5 = Preferences	F10 = Pause
A = Anchor (Full Stop)	J = Begin Spelljamming
Up Arrow = Increase speed	Down Arrow = Decrease speed
Left Arrow = Turn left	Right Arrow = Turn right

Control-S = Toggles the sound effects and music on/off.

Space Bar = Checks for encounters and moves you directly to them, or to the planet you are navigating to if there are no encounters.

The following is a list of IBM specific commands used on the keyboard while in the 3-D Combat Screen (see page 20 of *Captain's Guide to Realmspace*).

S = Shear Attack	R = Ram Attack
W = Targeting Weapons	G = Grapple Attack
H = Hailing	Space Bar = Fire Weapons
Movement buttons are the same as above.	

ERRATA SECTION / PROGRAM CHANGES

Continued improvement of PIRATES OF REALMSPACE has led to a few minor changes in the game from the way it is described in the *Captain's Guide to Realmspace*. Rather than retain older features simply to maintain consistency, we have chosen to make the game as good as we can. Below is a list of changes:

Icons have been changed and are different from those shown in the *Captain's Guide to Realmspace* manual. The icons still function as described; they just look different from those in the screen shots.

Rangers and Paladins do not cast spells in the computer version of PIRATES OF REALMSPACE.

Modify Ship's Hull allows you to enhance your ship's ability to engage in ship to ship combat as follows:

- Increase Hull Thickness improves the armor rating by 1, and reduces available cargo space by 20 percent.
- Armor Plate Hull (also called barding), increases the armor rating by 1, but downgrades the maneuverability class of the ship.
- Stronger Materials will not change the maneuverability, hull points, or armor rating of the ship, but gives the ship the saving throw of the new material in space combat.
- Netting helps protect the crew from catapults and other missile weapons.
- Extra Rigging increases the maneuverability class, thus offsetting armor plate.
- Strip Hull removes the nonessential weight which can increase the maneuverability class. This reduces the armor rating by two.

The Joystick is not available in the IBM version.

The **JOIN** option joins identical items together.

The **POOL** option pools all money to one officer.

The **CAST** option when used outside of boarding combat casts healing spells on your officers if used by a cleric. The **CAST** option when used by a mage casts an identify spell once per day.

The following spells have no bearing in the game and have been removed.

Cleric Spells

Detect good

Detect magic

Find traps

Slow poison

Snake charm

Sticks to snakes

Mage Spells

Charm person

Detect magic

Read magic

Charm monsters

Feeblemind

GAME HINTS

A mage character is recommended for your captain. This gives you a very powerful boarding potential.

Make use of the *stinking cloud* spell, *fireball* spell, and *lightning bolt* spell on large concentrations of the enemy crew.

Pay close attention to your air after combating other vessels — deadly air quality might be your doom!

Dock at ports as often as you can afford it. This is the only place that your character can advance levels. Take on as many missions as possible to gain wealth early in the game.

Not all vessels in Realmspace are unfriendly.

Beware of mindspiders and deathspiders earlier in the game.

When an enemy crew surrenders, they may lie and offer you a greater amount of money than their hold contains.

If you wonder why you don't spelljam to the correct location, remember that the helmsman's navigation skills determine the odds of arriving at your selected location.

Special Thanks to all the people who took time out to be digitized for PIRATES OF REALMSPACE.

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