

Dungeon Master II™

The Legend of Skullkeep

Reference Card

IBM/PC Requirements and
Installation Procedures

Getting Started

You must have the following to play Dungeon Master II: The Legend of Skullkeep:

25 MHz 386 DX or better (486 recommended for best performance)

Mouse

VGA graphics

DOS 5.0 or higher

4 MB RAM

CD-Rom drive required for CD version

Sound card required for music and sound effects

Installation

To install Dungeon Master II: The Legend of Skullkeep:

Insert disk 1 into your disk drive or insert the CD into your CD-ROM drive.

At the command prompt enter the letter of the drive in which you have placed the disk (usually A: or B: for disk version, and D: or E: for CD-ROM) and press the return key.

Type INSTALL from the command line and press return. Follow the on-screen instructions, replacing disks when prompted.

(CD-ROM version only)

You will be prompted to choose between VGA and SVGA movies. If you are not sure if you have the required equipment for SVGA, select VGA.

Installation (continued)

When install is complete, type SETUP from the command line—this will prompt you on how to setup your sound card for music and sound FX.

After running the set up, you may type DM2 to begin the adventure.

Five Minute Walk- through

Welcome, Adventurer! In front of you is a mighty task. You must journey forth to prevent Dragoth's minions from creating the Zo gate that will allow him to enter Skullkeep. Your task ahead is dangerous, and I will not be able to offer you much aid. However, I will lend what knowledge I may have at this time.

First, you must choose adventuring companions, or your companions. Choose wisely, for you must rely on them throughout your adventure. Look carefully at each one, and select those who will best fit your needs. Do not judge them only on their appearance. You must learn their strengths and skills as well. Try to select Champions with a variety of strengths. It is difficult to predict what you will need in the quest to stop Dragoth.

To look at a potential companion, use the arrow icons to move so that you are facing the Cryochamber they are in. Position your cursor over the Cryochamber window and press the left mouse button. This brings up a magical chart showing everything about that Champion.

Additionally you can see more clearly what items they carry, as well as their Health, Stamina and Mana. By placing the cursor over the Eye icon and holding down the left mouse button, you can see their skills and vital statistics, such as Strength, Wisdom or Magical Resistance.

When you have selected a companion, use the left mouse button to pull down the large iron bar to open the Cryochamber. The Champion that you have just selected will then awaken and take his place in your party. Repeat this until you have selected three companions. You will then be ready to commence your adventure.

When you have gathered your companions, proceed to the ladder where you entered the Hall of Champions and climb to the surface. You will find yourself in your ancestral home. Take a look around. You will notice some doors, a table, a fireplace and a torch on the wall. Through the doorway to the left of the ladder (facing it), you will find the Altar of Life. Here you may bring fallen companions back to life. Be careful that you do not use this too often. Each each time you return a Champion to life they will be weaker than before. To raise a fallen

Champion, place their bones on the Altar of Life. They will rise and rejoin your party.

As you can see, there is a scroll on the Altar. You should read this, since scrolls almost always contain some bit of useful information.

Sometimes, they contain hints; other times, they have the knowledge of spells inscribed upon them. (To read a scroll, or look at any item for that matter, place the mouse cursor over the item and click the left mouse button to pick it up. Move the cursor to name of the Champion you wish to have look at the item and click the left mouse button. This will cause the screen to show you the inventory page for that Champion. Put the item over the Eye icon, then click and hold the left mouse button.

As you leave the Altar room, you will notice a chest on the floor. I have left an item in the chest that will be of some minor use to you in your journey. It is a VI potion. This will restore lost Health to a Champion who has been injured. To get the potion, pick up the chest by moving the mouse cursor over it and clicking the left mouse button. Then place it in the hand of the Champion you wish to hold it. Notice that the Action icon for that character has now changed to a chest. By clicking this, you will open the chest. You can now take the potion out of the chest and place it onto any of your Champion's statistics bar. This will automatically place it in their inventory, if there is room for it. To drink the potion, pick it up and move it over the Mouth icon on a Champion's inventory page.

Now, Torham, it is almost time for you to leave and begin your journey. First, though, I must show you how to leave this secured area. Behind the table there is a painting of the sun. Remove it from the wall and you will find a money box, a small bag with some food for your journey, a magic map, and a key. This key will allow you to open the door leading out.

(To get to the painting, you must first move the table out of the way. You can do this by clicking the left mouse button while the cursor is positioned over the base of the table. If you click while the cursor is over the top edges of the table, it will simply rotate in place.)

Before you leave, you should take inventory of your food and water. See who among your companions is hungry or thirsty and take care of these needs. Now, unlock the door and proceed on your journey. Oh, I almost forgot. It is very dark outside and you might want to conjure a light to show your way.

You can either take the torch from its place in the wall socket and put it in one of your Champions' hands, or attempt to use magic to create a torch effect. To do this, click on the magic icon of the Champion you want to cast the spell. This brings up a Power Level menu. Initially, you should choose either the first or second level to cast the spell. After you select a Power Level, the first Major Effect menu will appear. Here you should select FUL (which looks like a sideways Z). After this, press the highlighted bar just beneath the Effect menu and the spell will be attempted. You may fail, but you can try again when you have regained enough Mana. Even failure does give experience, and eventually your Champion will succeed.

Now, journey forth Torham. May your quest be successful, for everything rests with you!