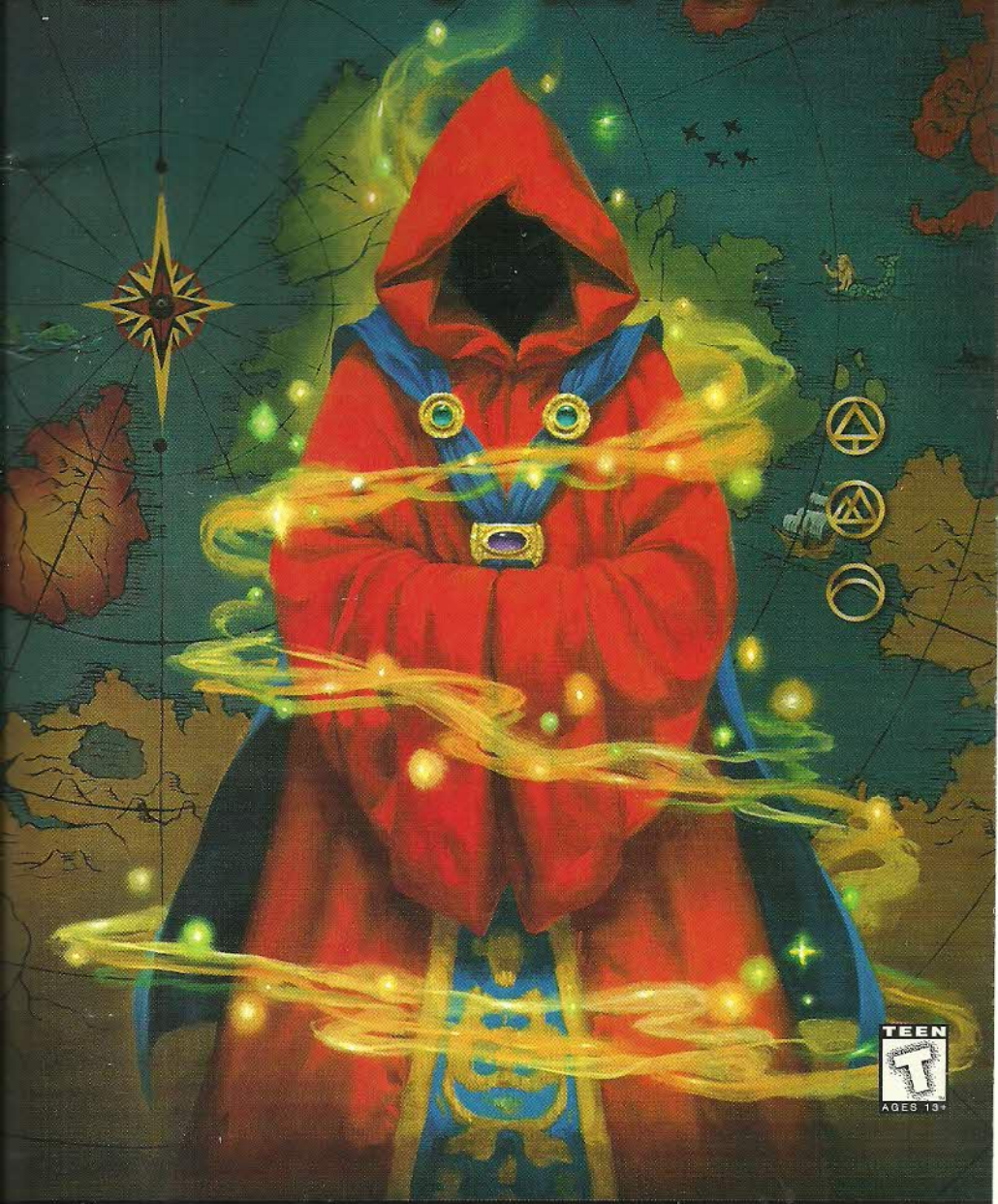


B E T R A Y A L I N

ANTARA™



TEEN
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AGES 13+



SIERRA®

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DESIGNER'S INTRODUCTION

I became the designer of Betrayal in Antara in a rather unusual way.

When I arrived at Sierra in 1994, I spent some time familiarizing myself with the company's products. I dabbled a bit with various games, but none hooked me as much as Betrayal at Kronedor (BAK). Loading it up at lunch time, I'd wind up playing well into the afternoon before I realized the time had passed. Many evenings I stayed at work past midnight hacking my way through just one more group of enemies. I'd played through all the RPG classics—early Ultimas, Ultima Underworld, Dungeon Master—but the story and combat system in this game set it apart.

One day, during one of those extended lunch breaks, Sierra's CEO Ken Williams swung by to see what I was up to, and so we started talking about BAK and computer RPG's in general. Later, when I saw him in the elevator, I wondered aloud why we hadn't followed up on the game's success.

When I got email from Ken saying simply, "Come see me in my office," I spent the elevator ride wondering where I could send my resume. That turned out to be unnecessary—Ken wanted me to design Sierra's next role playing game.



Aren

William

The result is in your hands. I decided early on not to fix what wasn't broken, and BAK players will find the interface and combat system of Betrayal in Antara familiar. I spent months developing the Antaran Empire in the new world of Ramar, and created the story which forms the framework of this game. Others on the team, notably lead programmer Rikki Cleland-Hura, helped flesh out the details which make the world seem real. The art team labored hard to create Antara's rich visual look, and the programmers have brought it all to life.

Betrayal in Antara is a story-rich game, and that story is on a very human level. Our characters—major and minor—have desires, motivations, and histories which affect the story's events. Take your time exploring the world we've created. There's much to discover which isn't essential to victory, but which illustrates the fascinating details of the Empire and the world around it. We hope this is but the first of many visits you'll be making to Ramar, just as this is Sierra's first step in our return to role playing games.

*Peter Sarrett
Designer*



Kaelyn

Raal

BASIC GAME PLAY

Betrayal in Antara is a first-person game. This means that as you explore the vast world of Ramar, you experience your surroundings as if you were seeing them through the eyes of your characters. In this game, you'll be in control of up to 3 characters at a time, each with a different set of skills and attributes. It's up to you to determine who and what they interact with, and what their actions might be. You'll control this party with your mouse and keyboard.

MOUSE CONTROL

Betrayal in Antara is designed for use with a standard 2-button, PC compatible mouse. The left mouse button is used to interact with the game world. Click the left mouse button (left-click) on a person or object to interact with it. Left-click on a control button or menu item to select it. Right-clicking will bring up helpful information about items and controls within the game. Right-click on an item or a control button to bring up a pop-up window containing information about the item or control.

GETTING STARTED

WINDOWS 95

Before you play *Betrayal in Antara*, you'll need to install the game to your hard drive. To install the game, simply place the first of the game CDs in your CD-ROM drive. If you have the Autoplay option active on your computer, the Setup program will start automatically. If this option is not active, you can start the Setup program by clicking on your Start button, selecting Run, and typing in the letter of your CD-ROM drive, followed by :`SETUP` (if your CD-ROM drive is drive E, you would type `E:\SETUP`). Click OK to start the Setup program.

Once the game is installed on your computer, you start it by placing any of the game CDs in your CD-ROM drive. If the Autoplay option is active on your system, you will be asked whether you would like to Play or Uninstall the game. Choose Play, and the game will start automatically. If Autoplay is not active, you can start the game by left-clicking your Start button, selecting Programs, selecting the Sierra program group, and then clicking on *Betrayal in Antara*.

WINDOWS 3.1. WINDOWS FOR WORKGROUPS

Before you play *Betrayal in Antara*, you'll need to install the game to your hard drive. To install the game, simply place the first of the game CDs in your CD-ROM drive. Start the Setup program by clicking on File in the menu bar, selecting Run, and typing in the letter of your CD-ROM drive, followed by :`SETUP` (if your CD-ROM drive is drive E, you would type `E:\SETUP`). Click OK to start the Setup program.

Once the game is installed on your computer, you start it by placing any of the game CDs in your CD-ROM drive. Then go to the Sierra program group, and double-click on the *Betrayal in Antara* icon.

MAIN MENU

The first thing you'll see when you start the game is the title screen and introductory sequence. At any point during this sequence, you can press the <Esc> key to move on to the Main Menu screen. This screen allows you to begin a new game or restore a game you previously saved. In addition, it will give you the opportunity to set the difficulty level of the game and to turn several automatic game functions on or off. You may also access this screen while playing, in order to save or restore a game, review plot-revealing sequences, or exit the game.

NEW

This button allows you to start a game of *Betrayal in Antara* at the beginning of the story, with only the basic starting skills and equipment. When you select New, you are asked to choose a player experience level and game difficulty level.

Beginner

Activates auto map annotation, auto spell research, retention of auto combat settings, and auto skill allocation. (See page 7 for details.)

Intermediate

Activates automatic map annotation and automatic skill allocation.

Advanced

Turns all automatic functions off.

The start of the game is the only time you may set the game's difficulty level. Your choice for game difficulty (Easier, Normal, or Harder) will determine the price and availability of items, the number of enemy groups you will have to face in combat, and the strength of each individual enemy. If you're a lifelong die-hard gamer, a combination of expert player level and high difficulty should provide you with that killer challenge you've been searching for!

SAVE

This button is only available if you enter the main Menu while a game is in progress. The Save feature will allow you to store your current location and status so that you can return to that moment in game time whenever you wish.

The Save Game screen contains a small image of the game map with your current location highlighted, a small image of your current view, and a list of all the games you've saved before.

Click the Save button and a text box will appear with the current chapter number. Type in additional descriptive text and click on Done to save the game. If you'd like to overwrite a saved game that you no longer need, click on it, delete the text of the descriptive name, enter a new descriptive name, and press Save. If you'd like to remove a saved game without replacing it with a new one, click on the game you want to remove, then click Delete. Once you are finished with this screen, click Done to return to the Main Menu.

