

RAYMOND E. FEIST'S

# Return to Kronador™



SIERRA™  
STUDIOS



RAYMOND E. FEIST'S

Return  
  
Kryondor™



# Table of Contents

Game Play Introduction	
Installation . . . . .	4
Quick Start . . . . .	5
Utility Screens	
Bookshelf Menu . . . . .	6
Game Options Menu . . . . .	7
Book Menu . . . . .	10
System Options Menu . . . . .	11
Kronдор Menu . . . . .	12
Game Controls	
Universal Keys . . . . .	14
Out-of-Combat Smart Cursors . . . . .	15
Key Strokes Out-of-Combat . . . . .	16
In-Combat Smart Cursors . . . . .	16
Hot Keys in Combat . . . . .	20
Beginner's Guide to Kronдор	23
Combat . . . . .	30
Initiative & Defense . . . . .	32
Weapon Skills . . . . .	32
Encumbrance . . . . .	34
Fate & the State of Battle . . . . .	34
Damage & Healing . . . . .	34
Traps & Locks . . . . .	35
Magic . . . . .	38
Casting Spells . . . . .	39
Alchemy . . . . .	41
Shopping in Kronдор . . . . .	43
Experience & Advancement . . . . .	44
Game Mechanics . . . . .	46
Tips . . . . .	47
Credits . . . . .	50
How to Contact Sierra . . . . .	53
Technical Support . . . . .	53
Direct Sales . . . . .	53
International Support . . . . .	53
Online Sales . . . . .	55
The Sierra No-Risk Guarantee . . . . .	55
Sierra Hint Lines . . . . .	57
About the Author . . . . .	59

# Game Play Introduction

*Return to Krondor* is, most of the time, a point and click game. Want to go somewhere? Point to your objective. Want to hit something? Put your cursor on your target. To make all this incredibly easy we've implemented a Smart Cursor.

The cursor is smart because it changes according to its location on the screen. Move your mouse to a place where you can move, and you'll get a **movement** symbol, move the mouse over to an enemy, and you'll get one of three **attack** icons. If the cursor gets tiny and useless, it's the game's way of telling you to try something else.

Moving on to the "click" end of things...

There are two buttons on your mouse. In general (cause there are always exceptions and special cases), the left button is your "action" button. You "click left" to move, to attack, to select an item, and pretty much anytime a "click" can act like a trigger.

"Right-Clicking" (usually) is something you do when you want to gather information. If you want to size up your opponent, right click on 'em. To check the ground for dropped items, you right click. If you want to assess an object you've picked up, right click on it. It's a good idea to do a lot of right clicking, especially since it's effectively free (no time penalties for right clicks).

That's it. You now know almost everything you need to play.

## Installation

1. Start your computer up in Windows 95 or Windows 98.
2. Insert *Return to Krondor*, CD#1 into your CD-ROM drive.
3. Follow the on-screen instructions to install the game.

## Quick Start

4. Start your computer up in Windows 95 or Windows 98.
5. Windows Screen: Insert *Return to Krondor*, CD #1 into your CD-ROM drive.\*
6. Watch the opening sequence (killjoys can "click" to skip over it).
7. Bookshelf Screen (it looks like a bookshelf):  
Select "New Book."
8. Book Screen (it looks like an open book):  
Point and left click on the field below "Book Name," containing "Untitled." Type in a name for your book (like "Jimmy" or "MyGame").  
Hit the "Return" key.  
Click on the button.

*\*Note: If you have disabled AutoPlay, click on your "Start" button, select "Run," and Browse through your CD-Rom for the "Setup" file.*

Now it's okay to run off and play... Come back and read this boring stuff later!

