Spear of Destiny

Kerit Rugen '92

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### System Requirements for *Spear of Destiny*

Spear of Destiny requires an IBM™ AT, PS1, PS2, Tandy, 386, 486 or 100% AT compatible computer with 640K RAM, a VGA graphics card, and a hard disk drive. A joystick and mouse are optional. A Sound Blaster™, AdLib™ or 100% compatible sound board is recommended.

As Adolf Hitler Rises to Power...

With the power of cold steel and hot lead, Hitler is determined to mold his Fatherland into a glorious Third Reich—a new holy empire. As a youth he was ambitious for priesthood, but now Hitler sets his sites on loftier goals. Comparing himself to the Messiah and claiming to speak the will of God, he falls deeper within his own twisted occult mentality. A psychotic desire to be the Second Coming leads him to quest for all the legendary icons of Christianity.

The artifact that Hitler covets most is the *Spear of Destiny*, the weapon that was used to pierce the side of Christ while he was nailed to the cross. According to legend, no man can be defeated with this spear in his possession. For centuries, great leaders of Prussia and Germany had rode to victory with the Spear at their side. But after WWI it was taken from Germany and placed under glass in a museum in Versailles. Hitler becomes determined to retrieve it and while France is struck by the German *blitzkrieg* or lightning war, the Spear is quietly taken from Versailles and shipped to a stronghold in Germany.
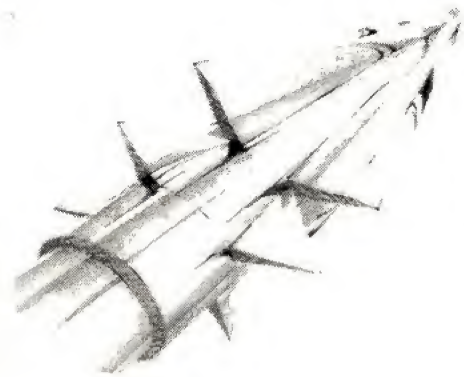
Sanctified with the blood of Christ and hardened in the hands of warriors, the Spear is Hitler's most prized possession. With it, he believes himself to be invincible! Letting Providence dictate his course, he sends his armies across Europe with the conviction of a madman and "the assurance of a sleepwalker." Nothing can withstand the awesome power of the blitzkrieg and millions fall prey to Hitler's armies.

The Story So Far...

You're William J. "B.J." Blazkowicz, the Allies' bad boy of espionage and a terminal action seeker. Rumors are that Hitler's use of the Spear has grown even more bizarre. The diabolical Dr. Schabbs, Hitler's minister of the macabre is using the Spear as part of his scientific ambitions to raise the dead.

Like most at Allied Head Quarters, you're skeptical of the validity of the Spear's power and dismiss the stories as Nazi propaganda. Your beliefs rest solely in the power of lead—hocus pocus is for fairy tales. However, you realize that capturing the Spear may push the already unbalanced Adolf off the edge! In either case, your orders are clear—infiltrate the Nazi stronghold at Nuremberg and secure the Spear.

Now...

You're behind enemy lines, among the bushes far below the Nazi stronghold. A set of sewer tunnels lead to the lowest depths of the castle's dungeons. Above that stands the huge castle itself. Within lies the item which could control the fate of mankind. Hundreds of Nazi soldiers and thousands of Nazi bullets stand in your way! You quietly enter the moss-covered tunnel.

Unknown to you and unnoticed by nearby guards, an unnatural glow radiates from high within the tower. Feeling as if you're being watched, you quietly slip a fresh clip into your pistol—ready for what lies ahead. But nothing on earth could prepare you for the conflict that awaits—as you battle for the *Spear of Destiny*!

INTRODUCTION

Welcome to *Spear of Destiny*, a fast-action virtual reality adventure, where you're B.J. Blazkowicz, the Allies' most durable WWII spy. Your mission is to fight through a heavily guarded Nazi stronghold and retrieve the *Spear of Destiny*.

The controls for playing *Spear of Destiny* are simple. Instead of slowing down the action with complex controls, the challenge of the game is in the gameplay. To survive *Spear of Destiny*, all you'll need is quick reflexes, a good sense of direction and a killer instinct.

This manual is designed to explain your options and guide you through playing the game.

EASY INSTALL

Before you begin *Spear of Destiny*, you must install it to your hard disk drive. *Spear of Destiny's* installation utility will place the necessary files to the drive you select. To install *Spear of Destiny* follow these steps:

1. Put disk #1 in the disk drive.
2. Select the appropriate drive, by typing A: or B: and pressing the Enter key.
3. Type INSTALL at the prompt and press the Enter key.

Running Spear of Destiny

When the installation is complete, type SPEAR and press the Enter key at the DOS prompt.

GETTING STARTED

After the title sequence, you'll be presented with the Options Menu.
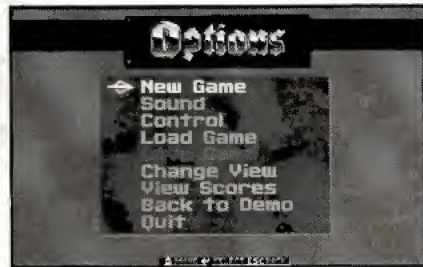
Use the arrow keys, mouse, or joystick to highlight a desired selection. Press the Enter key, left mouse button, or Fire button to activate that option. The following is a list of options available to you.

New Game

The first time you play *Spear of Destiny*, this is the option you'll want. When you select New Game, you can choose from four difficulty levels. Each level differs in the amount of enemies you'll face and the damage you can take.

Can I Play Daddy is appropriate for younger players or non-gamers.

Don't Hurt Me is designed for part-time gamers who are just starting the game.

Bring' Em On is designed for experienced game players.

I Am Death Incarnate is for those people who want a real challenge.

Sound...F4

There are three types of sounds in *Spear of Destiny*—Sound Effects, Digitized Sound, and Music. The program will automatically detect if your system is equipped with the appropriate sound board and default to the best settings.

To activate or deactivate a particular s of sound, highlight the appropriate selection and press the Enter key.

A sound board isn't required to play *Spear of Destiny*, but to hear the game's enhanced sounds you must have a compatible board. The chart below indicates the type of sounds that are available to you if you have a Sound Blaster, AdLib, Disney Sound Source, or 100% compatible sound board.

	Blaster	AdLib	Disney
Sound Effects	x	x	
Digitized	x		x
Music	x	x	

Control...F6

The Control Menu allows you to select and modify an input device for playing *Spear of Destiny*. In conjunction with the keyboard you may use a mouse, joystick or a Gravis PC GamePad.

Selecting an Input Device

To select a device, highlight the device name and press the Enter key. The block located to the left of the name will light-up when that device is active.

Mouse Sensitivity

If your mouse is operating at an awkward speed, select the Mouse Sensitivity option. This option provides a bar which represents the degree of sensitivity. Use the arrow keys or a mouse to increase or decrease mouse sensitivity.

Customize Control

Choose the Customize Control option to modify the game controls. For example, instead of using the Ctrl key to fire, you may prefer the spacebar.

To customize a control, select a device and function to modify and press the Enter key. The name of the key or control which currently activates that function will change to a "?". Press the key or button that you wish to use to activate that function. The name of the key or button you select will appear in that slot. (*Note: Though both sets of arrow keys work in the game, you must use the keypad keys to set them as a control.*)

The modified Control selections are recorded when you Quit from the game. When you restart *Spear of Destiny*, the program will default to your new settings.

Load Game...F3

Press F3 to load a saved game. If you're in a game, you'll be asked to confirm your choice.

Save Game...F2

Spear of Destiny's Save screen provides ten Save game slots. To save a game, move to an empty slot (or one you don't mind writing over), type in a name and press the Enter key. This option will not be available unless you are playing a game.

QuickSave...F8

QuickSave is an easy method for saving a game without leaving the action. The first time it is used the standard Save menu will appear. Select a slot to use for that Save. Future QuickSaves won't interrupt the game because they will continue to save to the last saved game slot, automatically saving over the last saved game.

QuickLoad...F9

Press F9 to quickly return to the last saved or (loaded) game. QuickLoad is unusual because it loads the last game, regardless of whether it was a saved game or a loaded game. For example, if you saved a game, then loaded another game, pressing F9 will reload the last loaded game.

Change View...F5

Depending on the speed of your computer, you may wish to change the view area of *Spear of Destiny*. For example, reducing the view will increase the speed of the game. The Change View option provides a window that can be resized using the arrow keys. The game view remains the same, scaled appropriately for the new window size.

View Scores

Select View Scores to see a list of the top seven game scores.

Back to Demo/Game

If you aren't currently playing a game, this option will be "Back to Demo." If chosen, you will see a short demonstration of the game. If you are playing a game, this option will be "Back to Game."

Boss Key...F1

If your boss walks in during a hot fire-fight, press F1 to display a false DOS screen. Once the Boss leaves, return to the action by pressing the Esc key.

End Game...F7

This will end a game and return you to the Options Menu. A prompt will appear, asking you to confirm the selection. If you end the game before saving, you'll lose your current location.

Back to Options Menu...Esc

If at any time during the game you wish to return to the Options Menu, press the Esc key.

Quit...F10

Press F10 to quit from *Spear of Destiny* and return to DOS. A prompt will appear, asking you to confirm your choice.

CONTROLLING THE ACTION

If you've selected New Game, you are travelling through a dark corridor that's heavily overgrown with vines. Armed with only a knife and pistol you cautiously walk forward. Beyond this tunnel waits hundreds of Nazi guards who are ready to fight and die to safeguard the *Spear*.

The following is a list of controls and commands for moving and fighting within *Spear of Destiny*.

Travelling

The key to playing *Spear of Destiny* is learning how to effectively maneuver through the castle's passages. Once in the game, you'll need to move quickly in order to surprise guards and avoid others.

Walking—Use the up and down arrow keys to walk backwards and forwards through the dungeon.

Run—Hold down the right Shift key and the up or down arrow key to run.

Turning—Use the left and right arrow keys to turn.

Fast Turn—Hold down the right Shift key and the left or right arrow key for fast turns.

Strafe—Press the Alt key and the left or right Arrow key to move from side to side instead of turning left or right.

Arming Yourself

Once you have more than one gun, you'll want to choose between firearms. The numeric keys 1-4 select a particular weapon. You *cannot* use the numeric keypad keys for this selection.

> The weapons are:
> 1=Knife   2=Pistol
> 3=Machine Gun   4=Chaingun

You start the game with only a knife and a pistol. Until you discover other weapons, pressing "3" or "4" will have no effect. If you are out of ammo, you can only use the knife. Pressing a number key will have no effect.

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Killing the Enemy

To use your knife or
fire your weapon,
point it toward your
adversary and press
the Ctrl key.

Ctrl

If you are using a machine gun or
chaingun, you can hold down the
Ctrl key for rapid fire.

The accuracy of a weapon dimin-
ishes with the range of the shot.
Aim to the left or right of an
enemy if your bullets are not hit-
ting. A healthy dose of your vic-
tim's splattering blood is a good
indicator that you've hit.

Doors & Pushwalls

Doors

To open a door, move in front of it
and press the spacebar. It is not
necessary to actually touch a door
before opening it.

Locked Doors

Several doors in *Spear of Destiny*
are locked and will require keys.
The key that opens a particular
door can be found somewhere on
the same floor as the locked door.
Using a key requires no additional
commands other than the space-
bar to open a door.

Pushwalls

The castle is full of secret passages
that are concealed behind push-

walls. To reveal a pushwall, move
against a wall and press the space-
bar. The pushwall will then slide
backwards, revealing the passage.

Picking Up Stuff

Though the fighting is fierce,
there's always time to grab a few
trinkets or helpful items. To pick
up an item simply walk over it.
You're smart and will know if you
need to take it. For example, if
you're carrying the maximum
ammunition of 99 bullets, you
can't pick up more ammunition by
walking over it.

Getting to the Next Floor

Each floor contains
at least one eleva-
tor. Once you find
an elevator, press
the spacebar to
open its door.
Then walk into the elevator and
press the spacebar once again to
activate the knife switch and move
to the next floor.

Joystick and Mouse Control

When using the
mouse or joy-
stick, use button
1 to Shoot, and
button 2 to Strafe.
With a three-but-
ton mouse, use
the third button to
Open doors.

Gravis PC GamePads have a
fourth button that is useful as a
Run button.

KEY COMMANDS AND SHORTCUTS

The following is a list of key commands used for playing *Spear of Destiny.*

Pause
Pause Key = Pause

Options Menu
Esc Key = Options Menu

Program Hotkeys

F1 = Boss Key	**F2** = Save	**F3** = Load	**F4** = Sound
F5 = Change View	**F6** = Control	**F7** = End Game	**F8** = QuickSave
F9 = QuickLoad	**F10** = Quit		

Weapons Selection

1 = Knife   **2** = Pistol   **3** = Machine Gun   **4** = Chaingun

Movement Keys

Up Arrow = Move Forward	**Down Arrow** = Move Backward
Left Arrow = Turn Left	**Right Arrow** = Turn Right
Shift + Up Arrow = Run Forward	**Shift + Down Arrow** = Run Backward
Shift + Left Arrow = Fast Left Turn	**Shift + Right Arrow** = Fast Right Turn
Alt + Left Arrow = Strafe Left	**Alt + Right Arrow** = Strafe Right
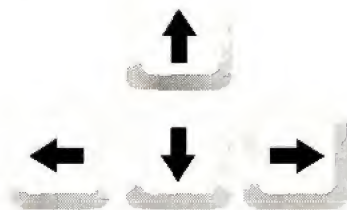
Firing Your Weapon
Ctrl = Fire Your Weapon

Opening Doors
Spacebar = Open Doors and Search for Pushwalls

Joystick and Mouse Control

When using the mouse or joystick, use button 1 to shoot, and button 2 to strafe. With a three-button mouse, use the third button to open doors. Gravis PC GamePads have a fourth button, useful as a run button.

YOUR CURRENT STATUS

At the bottom of the play screen is a status bar which provides information important to the play of *Spear of Destiny*.

Floors

There are at least 18 known floors in *Spear of Destiny*. The current floor is always indicated at the far left of the status bar.

Score

You can gain points by picking up treasure or killing. Every 40,000 points provide an extra life, so collect those treasures!

Lives

You start the game with three lives. If you die, you'll restart the current floor with a pistol and eight shots. You'll also lose the points you earned on that floor.

Health

When you start *Spear of Destiny* your Health is 100%. Each time you are hit, your Health will be reduced. Health is indicated not only in percentages, but also in a visual representation located on the status bar. You begin to look increasingly unhealthy the more damage you take. If your Health is dropping, you can increase it by grabbing food or first aid.

Ammo

Your amount of ammunition is indicated on the status bar. You can carry a total of 99 bullets. Be sure to pick up the ammo left behind when you kill someone. Run out of ammo and you'll be stuck using your knife.

Key

When you find a key, a representation of that key will be shown in one of the two small slots located to the right of the ammo count.

Weapon

A representation of the currently active weapon will be shown at the far right of the status bar.

Getting Rewarded

When you go to a new floor, a Bonus Screen will tally your performance. Hidden rooms located, ratio of kills, and percentage of treasure found will be calculated. Each 100% ratio provides 10,000 extra points. Also, if you beat the par times for completing a floor, you'll receive extra bonus points.

ITEMS TO PICK UP

Spear of Destiny is packed with items that you'll want and need. These items fall within four major categories: Healing, Killing, Treasure, and Special Items.

Healing

Dinners = +10%
You've always had bad table manners. After clearing your Nazi hosts from the dinner table, you should pick up some food-to-go!

First Aid = +25%
The Nazis have been intercepting Red Cross packages and storing them throughout their strongholds.

Killing

Ammo = 4, 8
Ammo Box = 25
Guards are armed to the teeth. Gracious even in death, they'll leave their ammo for the taking! Pick up unused ammo for 8 bullets or an ammo box for 25 bullets.

Machine Gun

This machine gun is the primary armament of the SS guards. It's an efficient weapon that is useful for attacking multiple enemies.

Chaingun

The Chaingun is a destructive killing machine that will clear the room. However, it has a healthy appetite for ammo.

Treasure

Hitler has a twisted desire for treasure and religious artifacts. His ill-gotten booty is stored within the secret rooms of the castle.
Cross
100 Points
Chalice
500 Points
Chest
1000 Points
Crown
5000 Points

Special Items

Keys
The upper floors are well secured with locked doors. A locked door can be opened with either a gold or silver key. These keys can be found on the same floor as the locked door.

One Ups = Full Health, 25 Ammo and One Life.
Within secret rooms of the castle are items that give you the extra urge to keep fighting!

DENIZENS OF SPEAR OF DESTINY

Spear of Destiny is filled with a host of people who would like nothing better than to see you in a body bag. Remember that anything moving is a threat.

The opponents you will be up against vary in weapons, body armor, speed, skill, aggressiveness, and even intelligence.

Regular Guards

Guards
The bullies in brown go down easy, but there's a lot of 'em.

SS
Members of the Schutzstaffel, they wear blue uniforms, bulletproof vests, and sadistic grins.

Killer Dogs
These German shepherds go right for your throat.

Mutants
Hideous human experiments of the evil Dr. Schabbs, these three-armed beasties are killing machines.

Officers
These quick, smart soldiers wear white and see red.

Big Bosses

Trans Grösse
Another brother in the prolific Grosse family, Trans (said TRAHNZ) is so tough he chews up lead bars and spits out bullets.

Barnacle Wilhelm
This salty dog barks a missle launcher/chaingun welcome from his weathered fists! Don't rub his fur the wrong way!

ÜberMutant
The horrific jewel in maniacal Dr. Schabbs' sadistic crown, the UberMutant is the perfect soldier with four cleaver-tipped arms and a chaingun in its chest!

Death Knight
You may be playing on Death Incarnate, but with two chainguns and two missile launchers, this guy *is* Death Incarnate.

HINTS & STRATEGIES

If you are going to survive *Spear of Destiny*, you'll need more than a trigger finger.

Don't Rush Into the Room!
If there is only one entrance, let the Nazi guards come out at you. They'll often be nice enough to open the doors for you.

Get at an Angle
It's never smart to run into a room. Guards are sometimes posted near the entrances and stay hidden until you move close to the door. Go up to the door, slide to the side at an angle, and pick the enemy off with less danger to you.

Use the Keyboard and the Mouse
Once you have the game down, try using the mouse and keyboard at the same time. The mouse provides better control for shooting and turning. Also, the Strafe mode is much easier using the second mouse button.

Charge!
If you run at someone and shoot them point blank, you are more likely to wound them. Plus, this will provide less time for them to shoot you.

Every Floor Has Hidden Stuff
If you explore carefully, you'll find extra health and ammo hidden everywhere! Be sure to collect as much treasure as possible. Remember that every 40,000 points will provide you with an extra life. You'll need it!

Necessary Items Aren't Hidden
The Nazis may be rude hosts, but they would never hide anything necessary to escaping. Elevators to the next floor can be reached through the normal passages.

Don't Be Too Proud to Eat with the Dogs!
After taking too many bullets, it's a wise idea to get help from anywhere. Eating dog food may be humiliating, but it will provide a small boost to your health.

Use the QuickSave!
The QuickSave, (F8) and Quick-Load, (F9) is an easy method of improving your survival rate.

Conserve Your Ammo
Although it's fun to hold down the Ctrl key to spit bullets everywhere, you should try to restrain yourself. Conserve ammunition and make your shots count.

Don't Attack with a Knife
If armed with only a knife, don't rush into a room that is full of guards and expect to come out

alive. Spend your time looking for hidden rooms which may provide more ammo. The only thing that separates a brave man and a dead man is a well-placed bullet.

Do More Damage at Close Range

The closer you are to an enemy the more damage he takes with each shot. However, killing is a two way street. These Nazi guards have a way of appearing behind you with a point blank shot to your back.

Searching for Hidden Passages

Hidden passages can be located almost anywhere. Sometimes the entrance appears obvious, but often it is not! To make your search easier, move against a wall at an angle. Then hold down the space-bar and strafe across the wall. This enables you to check long walls quickly. Make sure the room is free of Nazis before you start!

Secret Floors

Within the castle are secret floors which can only be reached from hidden elevators. Be sure to examine every possible hidden passage for the location of these elevators. Secret floors are extremely dangerous, but yield tremendous reward.

Does B.J. Need a Little Help?

Out of ammo, beaten to a pulp, and desperate to survive? Press the MLI keys and receive full health, 99 bullets, and 2 keys. Beware, cheaters never prosper!

TROUBLESHOOTING

Memory Problems

If you run *Spear of Destiny* and get an "Out of Memory" window, there are a few things you can do.

Remove TSR (resident) Programs

If you change your AUTOEXEC. BAT to not load TSRs, they won't take up the memory that *Spear of Destiny* needs to run. We recommend temporarily renaming your AUTOEXEC.BAT to AUTO, and your CONFIG.SYS to CONFIG. Then reboot your computer and restart the game.

Load DOS High

If you have at least a 286 computer and extended memory, plus DOS 5.0, you can load DOS into high memory. Simply put "DOS HIGH" in your CONFIG.SYS file. Refer to your DOS Manual for further details.

Other Ideas

Spear of Destiny will use XMS (extended memory) and EMS (expanded memory) if available. If you have an EMS card or a 386 computer, check your system manual for information on how to make this available.

Sound Problems

A sound board is not required, but is recommended for playing *Spear of Destiny*. If you are having sound problems here are a few ideas that may assist you!

Sound Blaster Address

When you installed your Sound Blaster or Sound Blaster Pro, you may have needed to change the default addresses in order to resolve possible hardware conflicts. *Spear of Destiny* can work with **non-standard** Sound Blaster and Sound Blaster Pro settings. However, the program needs to know these settings.

To enable the program to obtain your settings, set the "BLASTER" environment variable to contain the appropriate information. To do this either include the following in your AUTOEXEC.BAT file or type it on the command-line before running *Spear of Destiny*:
SET BLASTER=Axxx Ix Dx

Axxx represents the address of the Sound Blaster/Sound Blaster Pro. For the Sound Blaster, it's either A210, A220, A230,A240, A250 or A260. For the Sound Blaster Pro, it's A220 or A240. Default is A220.

Ix represents the IRQ number used by the Sound Blaster/Sound Blaster Pro. For the Sound Blaster, it's either I2, I5, or I7. IRQ 10 (only available on a machine with AT BIOS and the Sound Blaster Pro) is not supported. Default is I7.

Dx represents the DMA channel used by the Sound Blaster/Sound Blaster Pro. D0, D1, or D3 are acceptable values. Default is D1.

Try the default values first. If one of the values is out of the

acceptable range, the program will Quit, indicating which of the values wasn't acceptable. Please refer to your Sound Blaster manual for details.

Sound Blaster Pro Volume

You may need to adjust the volume coming from the Sound Blaster Pro. You can do this by adjusting the volume wheel or adjusting the volume on whatever you have the Sound Blaster Pro attached to, or by using the SBP-SET program that came with the Sound Blaster Pro. If you use the SBP-SET program, see the SB Pro User's Manual for details on how to use SBP-SET.

Sound Blaster and Gravis PC GamePad Problems

If you have a Gravis PC Gamepad, a second joystick card and a Sound Blaster, it is necessary to set the jumper on the Sound Blaster card to "On" so that you are using the joystick port on the Sound Blaster. Refer to your Sound Blaster manual for details.

TECHNICAL SUPPORT

If you require further assistance in running *Spear of Destiny*, call our Technical Support department at **(416) 857-0022.**

For fastest possible assistance, please be near your computer and have *Spear of Destiny* running when making this call.

SPEAR OF DESTINY

Id Software is a group of programmers, designers, artists and musicians with the goal of providing cutting edge games, both in software technology and design.

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Master of the Pixel
Adrian Carmack

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