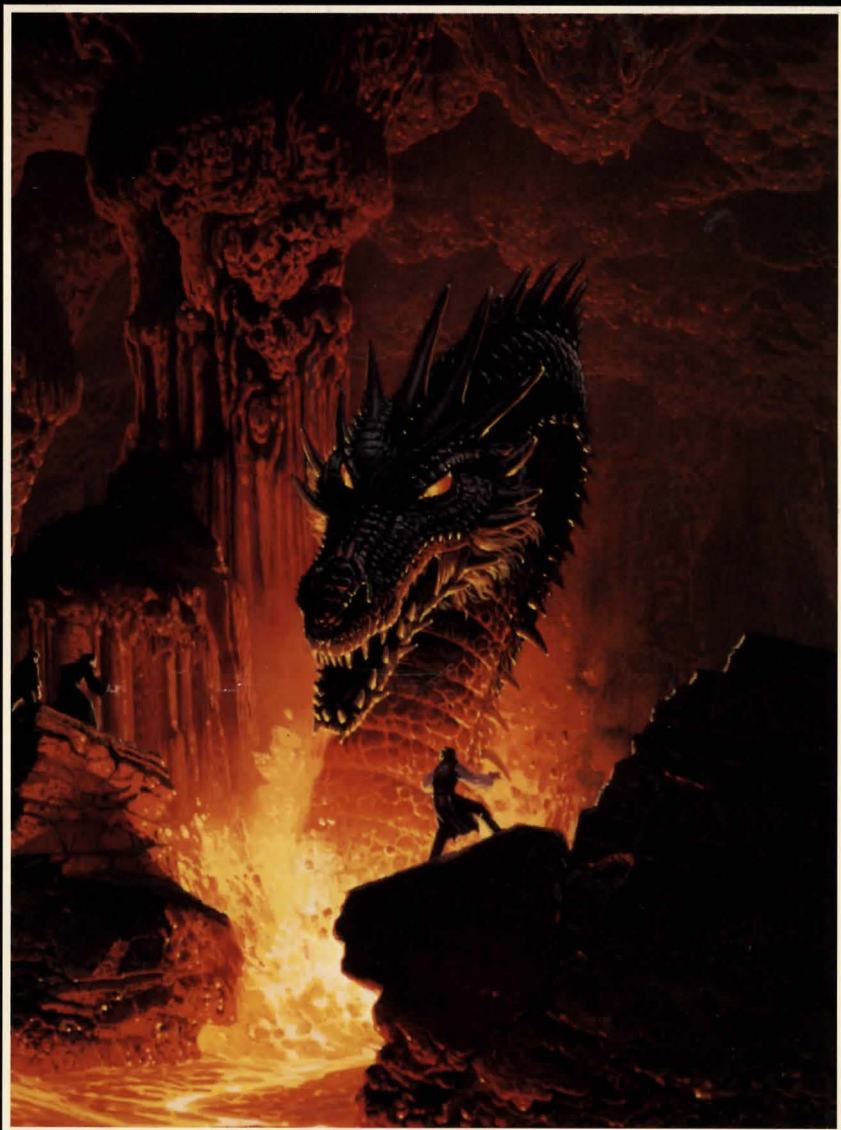


# Death Gate



***Game Manual***

DOS/4GW Professional Protected Mode Run-Time Version 1.96  
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# Death Gate™

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## Technical Support

CompuServe E-Mail 72662,1021  
From the continental U.S. call toll free  
9:00 a.m. - 5:00 p.m. weekdays EST/EDT 1-800-658-8891  
(NO HINTS WILL BE GIVEN ON THIS NUMBER)  
From Europe (Accolade Europe) 081-877-0200  
From Canada, and other locations 703-222-8515  
9:00 a.m. - 5:00 p.m. weekdays EST/EDT

## Hint Information

**Children under 18 must obtain parents' permission  
before calling the following 900 numbers.**

24-Hour Hint Line  
From the entire United States  
1-900-933-2583 (\$.75 per minute) 1-900-933-CLUE  
A Touch Tone phone is required  
From Canada  
1 900-number to be announced. (\$.95 Canadian per minute)  
For number information please call 1-800-407-4808  
A Touch Tone phone is required  
Hint books are available, to order call 1-800-658-8891 or 703-222-8515  
(\$9.95 + shipping/handling)

## Executive Offices

(Please do not call this number for technical assistance or hint information)

## **Legend Entertainment Company**

P.O. Box 10810  
14200 Park Meadow Drive  
Chantilly, Virginia 22021  
703-222-8500

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In addition to this manual, your game box should contain the following elements:

One CD-ROM Disc  
Short Story  
Warranty Card

## Installation

*Death Gate* requires an IBM compatible microcomputer with an 80386 processor or better, 4MB of memory, MS-DOS version 5.0 or above and a Super VGA or VGA graphics adapter (Super VGA graphics are 640x480, 256 colors; VGA graphics are 320x200, 256 colors).

The installation program on the CD-ROM will configure *Death Gate* to work with your system and install some files on your hard disk.

Super VGA users should note that the installation program will run a performance test that requires VESA compatibility, at least 300K free of Conventional Memory, and at least 1,500K free of Expanded or Extended Memory. If you are unsure about whether or not your graphics card is VESA compatible, see the Super VGA Troubleshooting section of this manual. If you do not have enough memory available, see the Memory Troubleshooting section.

Before installing and playing the game, make sure that your mouse driver is loaded.

The installation process is quite simple:

1. Place the CD in your CD-ROM drive.
2. Go into DOS (bring up the > prompt on the screen).

If you normally use Windows, exit Windows by using the mouse to select FILE, and then EXIT. Do not use the MS-DOS icon as this will bring up a DOS shell within Windows. You must exit Windows completely before installing or playing this game. Playing through Windows may cause sound, memory, or graphics problems.

3. Switch your DOS prompt to the drive letter corresponding to the CD-ROM. Do this by typing the CD-ROM drive letter followed by a colon and then press **<ENTER>**. For example, if your CD-ROM drive is set up as Drive D, type **D: <ENTER>**.
4. To view the READ.ME text file, type **MORE < README.TXT <ENTER>**.
5. Type **INSTALL <ENTER>** to run the installation program.

6. Follow the installation instructions on the screen.

SMARTDrive users: you should disable SMARTDrive for your CD-ROM before playing the game. If you don't, you may hear a stutter effect during voice playback. We recommend that you add **/u** to the SMARTDRV command in your AUTOEXEC.BAT file. You can also disable SMARTDRV entirely by adding a REM at the start of the line which contains the SMARTDRV command in your AUTOEXEC.BAT. Finally, you can temporarily disable SMARTDRV by typing **SMARTDRV D-** before you start the game (replace "D" with the letter of your CD-ROM drive).

Following the installation, you will return to DOS in the game directory on your hard disk. To start the game, type **DGATE <ENTER>**.

## Playing The Game

Legend's new graphic adventure game system was designed to be intuitive and easy to use, but we have also included a complete on-line tutorial to introduce you to the basic concepts of game play. The best way to learn your way around it is to start the game, watch the tutorial, and then "noodle" with the game for awhile.

### ON-LINE TUTORIAL

To access the tutorial, simply start the game and press **<ESC>** to bypass the intro, then click on the "system" button (the disk icon on the lower left of the screen), and finally click on HELP.

### SYSTEM OVERVIEW

For experienced gamers who cannot wait to get started, here are the highlights of our new system:

The picture is a representation of what you (as the game's main character) are seeing.

1. Below the picture is a small text window that provides feedback about your actions.
2. Inventory objects appear as icons in the two trays at the bottom of the screen.
3. A compass rose is used for movement. Valid directions are highlighted in green.
4. A cluster of buttons below the compass rose provides access to the game map, a WAIT button, an UNDO button, and system options such as HELP, SAVE, RESTORE, MUSIC options, and QUIT to DOS.
5. You communicate with the game by building commands. These commands are created by clicking on picture objects, inventory icons, and verbs. You can enter commands using both object-verb syntax (click on an object and then a verb) and verb-object syntax.
6. To use magic, click on the glowing red magic icon and then on the intended target. This will bring up the magic interface.
7. Companion characters may appear in the slot underneath the magic icon. You can interact with the character in the slot by clicking on him or her.

## Keyboard Shortcuts

Here is a handy list of keyboard functions for those of you who like to play using a combination of mouse and keyboard inputs.

### COMMAND FUNCTIONS

<F1>	.....WAIT
<F2>	.....SYSTEM options
<F3>	.....MAP/PICTURE TOGGLE
<F4>	.....UNDO
<F5>	.....SAVE
<F6>	.....RESTORE
<F7>	.....DISABLES AND ENABLES MOST ANIMATIONS

### MOVEMENT

Left arrow	.....Move West
Right arrow	.....Move East
Down arrow	.....Move South
Up arrow	.....Move North
Page Up (Pg Up)	...Move Northeast
Page Down (Pg Dn)	..Move Southeast
Home	.....Move Northwest
End	.....Move Southwest
Insert	.....Go Up
Delete	.....Go Down

### VERBS

"C"	.....Close
"G"	.....Give
"L"	.....Look
"O"	.....Open
"P"	.....Put
"T"	.....Take

### OTHER

"S"	.....Save
"R"	.....Restore
"U"	.....Undo
"Q"	.....Quit
"H"	.....Help

## Save, Restore, and Quit

You can save the game at any point by clicking on the disk icon, then selecting SAVE. SAVE allows you to define a point which you can return to if you are "killed" or if you just want to turn off your computer for a while.

When you choose the SAVE option you will be asked to name the SAVE file. Choose a name that will remind you of where you are, like **"Finished with Village"** or **"Solved Book Puzzle."** The description of the saved game can be up to 30 characters long.

In the course of playing this game, you may create an almost unlimited number of simultaneous SAVE files. You can delete SAVE files by highlighting the name of the saved game and clicking on DELETE. If you pick the name of an already existing file when you save, the original file will be erased and the new file will take its place. You can edit an existing description by moving the highlight bar to the appropriate line and pressing the space bar or single-clicking on the description if you have a mouse.

When you are ready to return to a place you have saved, click on RESTORE (from the system option menu). As a reminder, a list of your previously saved games will appear in the RESTORE window. When the game asks you for a description, move the highlight bar to the description you want and press <ENTER> or type in a new description. If you type in the beginning of a valid description and hit <ENTER>, the game will automatically match it and fill in the rest of the name. Once you have entered a valid description, you will return to the spot you left as if you had never been away. You will have the same score, inventory, status, etc. that you had when you left. If you want to stop playing, use the QUIT command. However, if you quit without saving, you will have to start from the beginning of the game the next time you play.

## Helpful Hints

Here are seven pieces of advice for novices, or even for old pros who are just plain stuck.

1. **Magic is important.** Accumulating and using magic spells is an important element in *Death Gate*.
2. **Crime pays.** TAKE everything that isn't nailed down.
3. **Keep your eyes open.** LOOK at things that you come across; you'll get extra tidbits of info.
4. **Two heads are better than one.** Play with a friend, relative, spouse, lover, etc. Even your pet cat may think of something you've overlooked.
5. **Adventuring can be a dangerous business.** SAVE early, SAVE often.
6. **Take it slow. Examine pictures carefully!**
7. **If at first you don't succeed....** If you get stuck at some point, do not go away mad, just go away! Come back later with a fresh mind.

If you get **really** stuck on a puzzle or can't figure out where to go next, we suggest that you put a message in the GAMERS Forum on CompuServe call our 24-hour automated hint line, or call us and order a hint book. Please do not call our Executive Offices for technical support, orders or hints. Turn to the front inside cover of this manual for specifics.

## Help! Troubleshooting And Technical Assistance

Some common problems and their solutions are described in this section. If your problem is not addressed, first make a boot disk by following the instructions in the next section. If this does not solve your problem, please call our Technical Support Department at one of the numbers listed in the front of this manual for specific help.

When calling Technical Support please have information available about your system configuration, DOS version, type of graphics adapter card, sound card, and your music and sound IRQ settings. **WE CAN OFTEN HELP YOU BETTER IF YOU ARE AT YOUR COMPUTER WHEN YOU CALL SO THAT WE CAN WALK YOU THROUGH THE PROBLEM.**

If you would like hints, you might try dialing into one of the many on-line services (like CompuServe, Prodigy, or America On-line) where you can talk to fellow gamers. You can also call our 24-hour automated hint line at **1-900-933-CLUE (1-900-933-2583)** if you live in the United States. The cost is \$.75 per minute. Children under 18 must obtain their parents' permission. From Canada call 900 (number to be announced) call 1-800-407-4808. In addition, hint books are available directly from Legend Entertainment at a cost of \$9.95 plus shipping and handling. To order call 1-800-658-8891 or 703-222-8515 between 9:00am and 5:00pm Eastern Time.

If you are a member of CompuServe and have a technical question, type the command **GO GAMCPUB** at the ! prompt to get to Legend's support area (Section 7). For hints, type **GO GAMERS**, and post your questions in the Adventure (Section 2) or RPG section (Section 9). If you are using WinCIM, you can add these forums to your Favorite Places window, or use the GO (stoplight icon) to jump to either GAMCPUB or GAMERS.

If you are not a member of CompuServe, join today by calling 1-800-524-3388. Speak to Representative 512 and receive a FREE introductory membership which includes a \$15 usage credit.

### SUPER VGA GRAPHICS

This game supports the VESA standard for Super VGA graphics. Many Super VGA graphics cards are VESA compatible at the hardware level, requiring no special action on your part to get the game running correctly.

If the installation program or the game gives you an error message because your graphics card is not VESA compatible and is not supported directly by the game, then consider the following alternatives:

1. If you have run into this problem before and have a VESA driver from your graphics card manufacturer (or other source), then install the VESA driver and try running the game. Most VESA drivers can be installed from a program (supplied by your manufacturer) that you run at the DOS command line. Some require parameters. You should consult the documentation that came with your graphics card for installation instructions and VESA compatibility.
2. If you cannot find a VESA driver for your graphics card, call your manufacturer or dial up their BBS or CompuServe support forum. You will most likely be able to download a driver or have them send you one by mail.
3. If you do not have a VESA driver for your graphics card or your VESA driver does not work with the game, then try the UNIVBE universal VESA driver included in the UNIVBE directory on the Death Gate CD. Change directories into the UNIVBE directory and then type INSTALL. Please note that although Legend has included UNIVBE for your convenience, this is a shareware product produced by another company. If it works for *Death Gate* and solves a compatibility problem for you, then you may want to continue using it for this and other games. To register your copy of UNIVBE, follow the instructions on the screen during the installation process.

If all else fails, you can still run the game in the VGA/MCGA graphics mode (320x200, 256 color). Simply reinstall the game using INSTALL.EXE in the root directory on your CD.

## **SOUND CARDS, MUSIC, VOICE, AND SOUND EFFECTS**

### ***Stuttering Voice Playback***

If you hear an irritating stutter effect during voice playback, you should disable SMARTDrive for your CD-ROM. We recommend that you add /u to the SMARTDRV command in your AUTOEXEC.BAT file. You can also

disable SMARTDRV entirely by adding a REM at the start of the line which contains the SMARTDRV command in your AUTOEXEC.BAT. Finally, you can temporarily disable SMARTDRV by typing **SMARTDRV D-** before you start the game (replace "D" with the latter of your CD-ROM drive).

### ***IRQ Settings and Conflicts***

The majority of sound and music problems reported to our Technical Support personnel involve incorrect IRQ settings and IRQ conflicts. *Death Gate's* new audio library uses a combination of techniques to determine the correct base address, IRQ, and DMA settings for your sound card. If you experience music or sound problems, check the following:

1. **Is there a BLASTER variable in your environment table?**  
Type **SET** to list your computer's environment table.
2. **Are the values in the BLASTER variable correct for the current music and sound setup?**  
Check the documentation that came with your sound card for proper installation procedures.
3. **Is your sound card figured with unusual IRQ or base address settings?**  
The device driver for each board is preprogrammed with the most common settings. If you do not have a BLASTER variable, and you are using settings that would normally be used by your mouse or modem (IRQ 3 or 4), it is possible the audio library is having a hard time finding your sound card.

Your sound card must also be configured with IRQ settings that do not conflict with other IRQ settings for other peripherals (network cards, other sound cards, etc.).

IRQ conflicts can produce symptoms that include missing music, sound effects, and/or voice as well as game crashes, long pauses, and intermittent or stuttering sound or voice playback. You will need to change your sound card IRQ settings to ensure that they do not conflict with the settings for other devices or peripherals. Check your sound card documentation to see how to detect and correct IRQ conflicts with other devices.

You should hear music, sound effects, and voice during the animated introduction sequence. If you aren't hearing music, voice, and/or digital sound effects, then you may have an IRQ problem.

### ***Strange repetitive chirping sounds***

A few of the third party 8-bit Sound Blaster compatible sound cards we tested with this game began to play an annoying repetitive chirping sound during voice playback and sound effects after two or more hours of game play. If you experience this chirping effect, you need to SAVE your game, exit to DOS, start up the game again, and RESTORE.

## **MEMORY**

You are low on memory if you see one of the following messages:

>ERROR: You need at least another xxxx bytes of extended or expanded memory.

>ERROR: You need at least another xxxx bytes of conventional memory.

>Your system is xxxx bytes low on available extended or expanded memory. You should be able to complete the game, but you may miss some of the animations or sound. Press any key to continue, or <ESC> to abort.

>Your system is xxxx bytes low on available conventional memory. You should be able to complete the game, but you may miss some of the animations or sound. Press any key to continue, or <ESC> to abort.

Here are some common problems and solutions:

### **1. Are you loading unnecessary drivers?**

Try creating a boot disk, or a custom configuration (in DOS 6.0 or higher) to eliminate all but your CD-ROM, mouse, and sound drivers. Do not include SMARTDRV or any other disk caching software in your new configuration.

### **2. Are you loading SMARTDRV or some other disk caching software?**

You are better off not loading the disk cache software. Use any editor

(such as the DOS EDIT) to add REM before each line in your AUTOEXEC.BAT that loads SMARTDRV.EXE or other disk cache software.

### **3. Are you using RAMDRIVE.SYS in your CONFIG.SYS file?**

It is probably using a lot of memory and it will not help the game at all.

### **4. Are there any extraneous memory resident programs?**

If there are, add a REM to disable them.

### **5. Are you sure you are not running under Windows?**

Check this once again. To leave Windows, you must either click on EXIT or on the Close box at the upper left of the Program Manager Window.

For a quick diagnosis of memory problems, try running the PMEM test program from the \TEST directory on your CD. Adjust your system configuration to make the available REAL and PROT memory sizes as large as possible, then rerun the game.

If you just can't figure out how to make more memory available, try making a boot disk as described at the end of this section.

## **OTHER PROBLEMS**

### ***The game crashes, terminates, or behaves strangely right after I try and run it***

Crashes, hangs, and strange problems like inconsistent font sizes, missing pictures, black areas on the screen, and other odd behavior at the start of the game can be caused by a variety of problems:

### **1. Not enough FILES or BUFFERS set.**

Check your CONFIG.SYS file and look at the lines for FILES and BUFFERS. They should each be set at 20 or more. For example:

FILES = 20

BUFFERS = 20

2. **The CD-ROM disc is not in the CD-ROM drive or the computer is not recognizing the CD-ROM drive.**

Make sure that your system is configured so that the CD-ROM drive is accessible.

3. **Incomplete INSTALL.**

If the INSTALL program aborted because it ran out of room on your hard disk or because it encountered another error, you may have a partially installed game. Try re-installing the game from the CD.

4. **Trying to run from Windows.**

You must exit from Windows before you run this game. Please note that clicking on the MS-DOS icon in Windows does not exit Windows; it merely opens a DOS session within Windows. You must leave Windows by clicking on EXIT or on the close box at the upper left of your Program Manager window.

***The mouse cursor isn't anywhere to be seen***

If the mouse does not seem to be working, make sure that you install the mouse driver before you start up the game. You can usually accomplish this by typing **MOUSE** and then **<ENTER>** from the **DOS** prompt while in the **MOUSE** or **MS-DOS** directory. If you get a "bad command or file name" error, then the mouse driver lives in a different directory. Consult the documentation that came with your mouse or your computer for more information.

***I have enough room on my hard disk for installation and yet the installation program ran out of space***

If you are using Double-Space, Stacker, or another disk compression utility, please keep in mind that the disk space requirements listed for this game will need to be doubled; you will need twice as much disk space as specified in the Installation section of this manual.

***I'm having trouble saving my game***

Check your hard drive and make sure you have at least 500K of disk space available for SAVE files (each one takes up about 20K). Also make

sure that you are playing from the game directory on your hard disk rather than the CD.

***The game is playing really slowly***

If you selected the **MINIMUM** install option and the game runs slowly, then your CD-ROM drive may be an older single speed model. We recommend that you re-install the game from the CD and choose the second installation option.

Also make sure you are starting the game from the game directory on your hard disk. If you are playing from your CD, it is loading all the files directly from the CD, and eliminating any benefit of installing to your hard disk.

## Creating a MS-DOS Boot Disk

If you are suffering from problems that you cannot explain, the procedures outlined here will allow you to boot your machine from a clean system boot disk, uncluttered by autoloading TSRs, device drivers, and complicated CONFIG.SYS files.

If you are using MS-DOS 6.0 or higher, and your CONFIG.SYS is set up for multi-config, you could add the updates to your CONFIG.SYS, and AUTOEXEC.BAT. However, if you are not familiar with how to build multi-config configurations, we recommend that you make a boot disk.

The following instructions describe how to view the CONFIG.SYS and AUTOEXEC.BAT files on your C drive.

We recommend that first, you make a back up copy of both your CONFIG.SYS and your AUTOEXEC.BAT. For specific instructions on how to do this, consult your MS-DOS manual.

At your C:> prompt:

1. Input **<TYPE CONFIG.SYS|MORE>** to view this file.
2. Write down the **DEVICE=** or **DEVICEHIGH=** line that references the CD-ROM driver. It may look like this:  
**DEVICEHIGH=C:\CDROM\DD250.SYS /D:MSCD001 /C:00 /M:20 /I:5 /P:340**
3. Input **<TYPE AUTOEXEC.BAT|MORE>** to view this file.
4. Write down the line that contains the **MOUSE** driver. It may look like this: **LOADHIGH C:\DOS\MOUSE.COM**. The mouse driver path may also be defined in other ways including:  
**C:\DOS\MOUSE.COM**  
**C:\WINDOWS\MOUSE.COM**  
**C:\MOUSE\MOUSE.COM**  
**LMOUSE.COM**  
**MOUSE.EXE**  
**MOUSE.COM**
5. Write down the line that contains the **MSCDEX** drivers. It may look like this: **LOADHIGH C:\DOS\MSCDEX /D:MSCD001 /M:10 /E /L:D**

Please note that **</L:D>** designates the CD-ROM drive letter that corresponds to your CD-ROM drive.

If you are unclear which lines pertain to your CD-ROM drive, consult your CD-ROM manual.

To create a boot disk, follow these instructions carefully:

1. Find a blank disk for your A: drive.
2. Insert the blank disk in the A: drive and close the drive door.
3. Type **DIR A: <ENTER>**.
4. If you see any files listed, you need to go back to step 1 because the disk is not blank and if you continue from here you will wipe out everything on the disk.
5. Type **FORMAT A: /S <ENTER>**.
6. Type **N <ENTER>** when DOS asks if you want to format another disk.
7. Type **DIR A: <ENTER>**.
8. You should see **COMMAND COM** listed in the newly formatted disk's directory. (If you do not, type **COPY C:\COMMAND.COM A: <ENTER>**, otherwise skip this step.) **DO NOT EDIT THE CONFIG.SYS & AUTOEXEC.BAT ON YOUR HARD DRIVE.**
9. Type **A: <ENTER>**.
10. Type **EDIT CON CONFIG.SYS <ENTER>**; the DOS prompt is now gone and replaced by the DOS EDIT screen.
11. Type the following exactly as you see it below. In the space provided, make sure you insert the CD-ROM line that you wrote down earlier.

```
device=c:\dos\himem.sys
device=c:\dos\emm386.exe ram
dos=high,umb
files=20
buffers=20
device=<your CD-ROM line here>
```

(This is a simple MS-DOS configuration. For more information on what each line means and how they can be further adjusted, consult your MS-DOS manual.)

12. Hold down the <ALT> key and **F <ENTER>**.
13. Type **X <ENTER>**.
14. Type **A: <ENTER>**.
15. Type **EDIT AUTOEXEC.BAT <ENTER>**;  
DOS prompt is now gone and replaced by the DOS EDIT screen.
16. Type the following exactly as you see it. In the appropriate spaces, make sure you insert the mouse line and the CD-ROM line that you wrote down earlier.

```
@echo off
prompt $p$g
path=c:\dos
c:\ <your mouse line goes here>
c:\ <your CD-ROM line goes here>
(i.e. c:\<directory>\MSCDEX.EXE/<switches>..)
```

(This is a simple MS-DOS configuration. For more information on what each line means and how they can be further adjusted, consult your MS-DOS manual.)

17. Hold down the <ALT> key and hit the letter **F** once, <ENTER>.
18. Type **X <ENTER>**.
19. Reboot your machine with the disk still in the drive.

When the boot process is complete:

1. If you chose the optimum installation option type **C: <ENTER>** OR if you chose the minimum installation option type the letter of your CD-ROM drive.
2. Type **CD DGATE <ENTER>**.
3. Type the appropriate command as listed in *Configuration Options*.

## Credits

*Death Gate* is based on the series of *Death Gate* novels by Margaret Weis and Tracy Hickman.

<b>Game Design and Programming</b> .....	Glen Dahlgren
<b>Additional Game Programming</b> .....	Chip Kerchner
<b>System Design</b> .....	Duane Beck, Michael Lindner, Mark Poesch, Mike Verdu
<b>System Programming</b> .....	Duane Beck, Chip Kerchner, Mark Poesch
<b>Graphics System</b> .....	Mark Poesch
<b>Dialog System</b> .....	Duane Beck
<b>Audio Interface Library 3.0</b> .....	Miles Design Inc.
<b>Art, Music, and Audio Direction</b> .....	Glen Dahlgren
<b>Room Art</b> .....	David Cherry, Fred Devita, Kinetic Arts (Cindy Kovalck, Peter Calabria, Robert Wisnewski, John Carbone, Tanya Isaacson)
<b>Character Illustrations</b> .....	Fred Devita
<b>Alternate Interfaces</b> .....	Doug Chezem, Paul Mock
<b>2-D Animation</b> .....	Anne-Marie Cox, Peter Calabria, Paul Mock, Matt Scibilia, Charley Shenton
<b>3-D Animation</b> .....	Anigrafix
<b>Music Composition</b> .....	Eric Heberling
<b>Additional Music</b> .....	Glen Dahlgren
<b>Music Transcriptions</b> .....	Eric Heberling
<b>Audio Production</b> .....	Kathleen Bober
<b>Voice Recording</b> .....	Reuben Schmeuben Studio
<b>Sound Effects</b> .....	Duane Beck, Glen Dahlgren, Chip Kerchner
<b>Tester Direction</b> .....	Rosie Freeman

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<b>Game Manual</b> .....	Mike Verdu
<b>Cover Painting</b> .....	Keith Parkinson
<b>Producer</b> .....	Glen Dahlgren

### Voice Actors

Haplo .....	David DeBoy	Misc. Child .....	Angela Calo
Lord Xar .....	Henry Strozier	Elven Prince .....	Jason Kravits
Jarre .....	Ilona Dulaski	Human Princess .....	Ariana Brown
Limbeck .....	Paul Skotarski	Zifnab .....	Bob Supan
Grawple Rockdigger .....	Jeff Baker	Dwarf Girl .....	Mia Reeves
Sleeping Dwarf .....	Gary Telles	Jethro .....	John Silvers
Duke Andrews .....	John Hansen	Dead Butler .....	Gary Telles
King Stephen's Guard .....	Bob Supan	Dead Nanny .....	Ilona Dulaski
King Stephen .....	Marty Lodge	Kleitus' Guard .....	John Hansen
Elven Wizard .....	David Marsh	Kleitus XIV .....	John Silvers
Angry Elves .....	Gary Telles	Edmund .....	Christopher Walker
Street Rat .....	Andy Bowser	Balthazar .....	Richard Bauer
Barkeep .....	John Dow	Gambler .....	David Marsh
Hugh the Hand .....	Gary Telles	Dead Dwarf .....	Michael Willis
Tough .....	Jeff Baker	Sang-Drax .....	Glen Dahlgren
Merchant .....	Michael Willis	Samah .....	John Dow
Cook .....	Ilona Dulaski	New Councilman .....	Bob Supan
Elf Girl .....	Angela Calo	Angry Councilman .....	Jeff Baker
Serving Girl .....	Mia Reeves	Headman .....	Marty Lodge
Misc. Child .....	Andy Bowser	Tracker .....	Michael Willis

### About The Author

Glen Dahlgren isn't a real Patryn warlord, but he plays one in the game. In his spare time, when he's not crushing mensch slaves underfoot or researching lost mystic arts, he's either flogging himself or writing adventure games (much the same thing). He co-authored the Legend games *Gateway* and *Gateway II: HOMEWORLD* before realizing that writing science fiction usually requires some inclination toward SCIENCE. In *Death Gate*, Glen has found a genre where he feels much more at home because he can explain everything away with magic.

## Legal Stuff

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