The Elder Scrolls
ARENA

hank you for purchasing The Elder Scrolls: Arena. Dedicated RPGers have invested an incredible amount of effort into creating this detailed simulation. If you enjoy the game, please pass the word! There is no better advertising than a satisfied customer.

You can also purchase the second chapter of *The Elder Scrolls*, entitled ***Daggerfall***, in Fall 1996. ***TES: Daggerfall*** will feature the same open-endedness and breadth as Arena, but will feature increased NPC (Non-Player-Character) interaction, a faster, more sophisticated 3-D engine, and a more extensive storyline. With all the planned enhancements, ***Daggerfall*** will give you even more of an opportunity to role-play your character as you choose. We are very excited about ***Daggerfall*** and what it will mean to the role-playing community.

On our part, we promise to keep bringing you the best in computer simulation software and welcome any suggestions you may have for how we can serve you better.

Journey well, and peace be with you.

—The Bethesda Team

Installing the Game

Place the CD into your computer's CD-ROM drive. Type the drive letter followed by a colon (Ex: **D:** for most CD-ROM drives) and hit **<ENTER>**. Next type **INSTALL** and hit **<ENTER>**. If you are installing Arena from floppy disks, select 'Install Game' and follow the prompts. Because you are installing from the CDROM, 5 megabytes of data will be copied to your hard drive when you select 'Exit'. The next step is to configure your game (see below).

Configuring Arena to your System

To configure any Sound FX and Music drivers once Arena has successfully installed (if you wish to play the game with sound and/or music), choose the 'Configure Game' option.

> **Select Sound Card**
>
> **Select Music Card**
>
> **Change Sound Default**
>
> **Change Music Default**
>
> **Done**

Select your sound and music card using the first two options. Consult your sound card manual for precise instructions on type and settings for your particular card. **Not using the correct settings may cause problems with your system.** Arena is shipped with the following default settings:

Sound/Music card selected:	**No sound**
Base I/O address:	**220 Hex**
Base IRQ setting:	**7**
Base DMA setting:	**1**

Playing Arena

From the C: prompt, type **CD \ARENA_CD**. Hit **<ENTER>**, then type **ARENA** and hit **<ENTER>**.

> Select Load Game if you wish to load a previously played game you have saved.
> Select Start New Game if this is your first time playing.
> Select Exit to exit back to DOS.

When using a boot disk, you must start the computer with the boot disk in drive A: (and the CD in the CD-ROM drive).

SMARTDRIVE is highly recommended to speed up disk access. CD-ROM users should only consider this utility if running DOS 6.22 or later. For more information on SMART-DRIVE, consult your DOS manual.

Please read the README file by selecting "Read README file" in the Install menu.

Character Condition

The designated color behind your head will give you an idea of your current condition:

Background is:	*Current condition is:*
Aqua:	This is the default condition mode of a healthy character.
Red:	The character is down 10% of their maximum health.
Blue:	The character is currently under some kind of spell or magical effect.
Green:	The character is currently affected by some sort of poison or alcohol.
Yellow:	The character is currently affected by some disease.

To get the exact condition, click the snake-staff icon (see Keys and Commands). Temples can assist you with health problems at a cost.

Experience Tables

As you adventure in the land, you will gain experience. When enough experience is gained, you will also gain a level resulting in stat increases, health increases, and improved abilities.

Level	Thieves	Thief Subclasses	Warriors	Warrior Subclasses	Mages	Mage Subclasses
1	0	0	0	0	0	0
2	800	1,000	900	1,100	1,000	1,200
3	1,500	1,875	1,687	2,062	1,875	2,250
4	2,812	3,515	3,164	3,867	3,515	4,218
5	5,273	6,591	5,932	7,250	6,591	7,910
6	9,887	12,359	11,123	13,595	12,359	14,831
7	18,539	23,174	20,856	25,491	23,174	27,809
8	34,761	43,451	39,106	47,796	43,451	52,142
9	65,177	81,472	73,324	89,617	81,472	97,766
10	122,208	152,760	137,484	168,032	152,760	183,312
11*	*From each level after 10th, multiply the experience points by 1.5. For example, a Thief will need (122,208 x 1.5) or 183,312 experience points for 11th level.					

Keys and Commands

Crossed Swords icon
   —To draw/sheathe a weapon

Snake-staff icon
   —Player Status

Sunburst icon
   —Cast Spell

Parchment with lines icon
   —Logbook

Fingers picking gold icon
   —Steal/Pick

Campfire icon
   —Camp

Hand grabbing icon
   —Use

Automap icon
   —Automap/Continental Map

Character portrait
   —Character Sheet

Keyboard

ESC .... *Setup menu*
   Options
   1)   Load Game   5)   Music
   2)   Save game   6)   Drop to DOS
   3)   Detail Bar   7)   Continue
   4)   Sound

F1 .... *Character Sheet*

F3 .... *Damage Response*

F4 .... *Message Pixelation toggle*

F8 .... *Compass on/off toggle*

A .... *Weapon draw/sheathe toggle*

RMB .... *Attack––use weapon*
(Right Mouse Button)

C .... *Cast*

J .... *Jump*

SHIFT + J .... *Jump forward from standstill*

L .... *Logbook*

M .... *Automap*

SHIFT + M .... *Continental Map*

P .... *Pick/Steal*

R .... *Rest, Camp option*

S .... *Status of Character*

U .... *Use*

Note: Mouse is required for game to operate correctly.

Late Additions, Changes or Enhancements
Not Included in the Players Guide

- On page 26 of the TES: Arena Manual the section on Sorcerers should include "A Sorcerer's percentage chance to absorb spells equals his **(INT + WIL)/2**."

- There is no spell that will allow a caster to heal a drained attribute. The manual contains an error in this regard.

- To exit the automap and logbook, hit the ESC key.

- Not all classes are equally powerful and, consequently, different classes must employ different techniques to complete the game.

  Subtleties of character classes are up to you to discern. Nevertheless, if you find the game-play too difficult, consider starting over with a different character class. While each class has its own unique abilities, spellcasters are generally more powerful. Each class, however, has the ability to complete the game successfully — some just require more skill.

- Once you receive a clue as to a staff piece location, ask people "Where is…" to pinpoint the location. The place name (e.g. Fang Lair) will be found at the bottom of the pick list. (You will need to scroll down to see it.)

- There appears to be a hardware incompatibility with certain models of Packard Bell computers. These models are not 100% IBM compatible. This incompatibility usually manifests itself as stray pixels on the health, fatigue, and spell point bars. This is NOT related to our software.

- Although Bethesda has put tens of thousands of hours into testing *TES: Arena*, there may still be some bugs lurking undiscovered. If you take the time to let us know of any problems you encounter, we will attempt to make the necessary corrections and post them on various on-line services. To contact our BBS, call (301) 990-7552 or fax us a message at (301) 926-8010. For other contacts, please refer to your Player's Guide.

Troubleshooting Guide

Before calling Bethesda Softworks Technical Support, it is recommended that you try to correct the problem with the information that follows. Before trying any of these solutions, you should try booting your computer with the Bethesda boot disk, which the Install program can create.

The Troubleshooting Guide uses the MS-DOS editor, **edit**. A brief summary of EDIT functions follows:

Start the editor	Type **edit** <filename>, e.g. edit a:\autoexec.bat
Open a file	Press **ALT** + **F**, then press **O** and enter the filename
Save a file	Press **ALT** + **F**, then press **S**
Select a line	Position the cursor at the beginning of the line and press **SHIFT** + ⬇ **(down arrow)**
Copy a line	After the line(s) is selected, press **CTRL** + **INS**
Paste a line	Position the cursor on a blank line and press **SHIFT** + **INS**
Exit the editor	Press **ALT** + **F**, then press **X**

If you do call Technical Support, please be close to your computer.

Problem

"I can't free enough Conventional (base) memory to run Arena."

When the computer loads too many TSRs (disk caching programs, mouse drivers, and other utilities), there is not enough conventional memory free to run Arena. Regardless of how much total RAM the computer has (4 Mb, 8 Mb...), most TSRs load into the first 640K, called conventional memory. Arena requires 603K of conventional memory to run.

Resolution

Create a boot disk.

Arena's install program can create a boot disk that loads up an alternate configuration, rather than the one in your hard drive's AUTOEXEC.BAT and CONFIG.SYS. This configuration will run fewer TSRs and allow the game more conventional memory.

- Follow the directions on the page 1 under "Installing the Game" to start the Install program.

- Select the 'Make Boot Floppy' function and hit **<ENTER>**.

- Insert a blank floppy disk in drive A when prompted and press **<ENTER>**.
  WARNING: Do not leave any of the game disks in drive A —any disk in drive A will be erased by this process.

- The program will now create a boot disk. When prompted for a 'Volume Label', press **<ENTER>**. When prompted to "Format another," press **N <ENTER>**.

You can use the disk you have created by placing it in drive A and pressing CTRL + ALT + **DEL**. This will restart the computer with the new memory configuration. In some cases this will not free up enough conventional memory. The following instructions cover this scenario:

- Insert the boot disk in the A: drive and edit the *config.sys* by typing **edit config.sys <ENTER>**

- Add "**i=b000** - **b7ff**" to the end of "**device=c:\...\emm386.exe...**" line. Note: this change should not be made to the hard drive *config.sys* as it can cause Windows to lock up.

- Change all "**device**=" to "**devicehigh**=". This loads devices above conventional memory.

- If there is a CD device driver line which allocates buffers, remove the buffer allocation by removing the **/M:##** from the CD driver line.

- Find the line which reads **FILES=20**. Change the 20 to 50.

- Exit the DOS Editor, by hitting **ALT** + **F**, then **X**, then **Y**.

- Edit the *autoexec.bat* by typing **edit a:\autoexec.bat <ENTER>**.

- If there is a MSCDEX line, make sure it begins with "**LH**..." and ends with "**/E**"
  Example: **lh c:\dos\mscdex.exe /d:mscd001 /e**

- Make sure that the line that calls the mouse driver begins with LH.
  Example: **lh c:\windows\mouse**

- Exit the DOS Editor, by hitting **ALT** + **F**, then **X**, then **Y**.

- Try the new, optimized boot disk by rebooting your computer with the boot disk in drive A. (Press **CTRL** + **ALT** + **DEL** to reboot the computer.)

Morning Star

Sundas	Morndas	Tirdas	Middas	Turdas	Fredas	Loredas
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

1st—New Life Festival
15th—South Winds Prayer

Sun's Dawn

Sundas	Morndas	Tirdas	Middas	Turdas	Fredas	Loredas
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28						

16th—Heart's Day

First Seed

Sundas	Morndas	Tirdas	Middas	Turdas	Fredas	Loredas
		1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

7th—First Planting

Rain's Hand

Sundas	Morndas	Tirdas	Middas	Turdas	Fredas	Loredas
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	

28th—Jester's Day

Second Seed

Sundas	Morndas	Tirdas	Middas	Turdas	Fredas	Loredas
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

7th—Second Planting

Mid Year

Sundas	Morndas	Tirdas	Middas	Turdas	Fredas	Loredas
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

16th—Mid Year Celebration

Sun's Height

Sundas	Morndas	Tirdas	Middas	Turdas	Fredas	Loredas
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

10th—Merchants Festival
20th—Sun's Rest

Last Seed

Sundas	Morndas	Tirdas	Middas	Turdas	Fredas	Loredas
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

27th—Harvest's End

Hearthfire

Sundas	Morndas	Tirdas	Middas	Turdas	Fredas	Loredas
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

3rd—Tales and Tallows

Frostfall

Sundas	Morndas	Tirdas	Middas	Turdas	Fredas	Loredas
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

13th—Witches Festival
30th—Emperor's Day

Sun's Dusk

Sundas	Morndas	Tirdas	Middas	Turdas	Fredas	Loredas
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

20th—Warriors Festival

Evening Star

Sundas	Morndas	Tirdas	Middas	Turdas	Fredas	Loredas
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

15th—North Winds Prayer
30th—Old Life Festival

Notes:

- It is very difficult to free enough conventional memory to run Arena when using DoubleSpace or another disk compression utility. In some cases, a memory manager may be able to free more memory than EMM386, but this is not guaranteed.

- While SmartDrive, a disk cache program packaged with DOS, does speed hard disk access, it also uses 28K of conventional memory. In some cases, there just isn't enough free memory to run it.

Problem

"The error message 'Invalid drive specification' is displayed when I try to start Arena."

This message is received when the Make Boot Floppy utility does not add your CD drivers to the boot disk correctly.

Resolution

- First, you must find the CD-ROM configuration lines in your hard disk's *autoexec.bat* and *config.sys*. At a DOS prompt, type **edit c:\autoexec.bat<ENTER>**.

- Locate the 'MSCDEX' line for your CD-ROM drive.

  Example: **lh c:\dos\mscdex.exe /d:mscd001 /e**

- Copy the 'MSCDEX' line to the *autoexec.bat* on the boot disk.

  1. Select the 'MSCDEX' line and copy it with CTRL + INS.

  2. Open the file **a:autoexec.bat**. Place the cursor at the top of the file and press **<ENTER>**.

  3. Paste the lines onto the blank line you have created with SHIFT + INS.

- Exit the edit program by hitting **ALT + F,** then **X,** then **Y**. Edit the *config.sys* on the hard drive by typing **edit c:\config.sys <ENTER>**.

- Locate the 'DEVICE=' line for your CD-ROM drive. This line will generally mention the word CD or the brand name of the CD drive. It will also have a '/D:' near the end of the line.

  Example: **devicehigh=c:\sb16\drv\sbcd.sys /d:mscd001**

- Copy the 'DEVICE=' line to the *config.sys* on the boot disk.

  1. Select the 'DEVICE' line and copy it with CTRL + INS.

  2. Open the file **a:\config.sys**. Place the cursor at a blank line and paste the device line with SHIFT + INS.

- Exit the edit program by hitting **ALT + F,** then **X,** then **Y**.

- If the error message still occurs after you have added the 'DEVICE' and 'MSCDEX' lines, make sure that these lines specify the C drive in their path.

  Example: Change: **devicehigh=\dev\cd**.....
                   To: **devicehigh=c:\dev\cd**....

                        Change: **lh \bin\mscdex**.....
                   To: **lh c:\bin\mscdex**.....

Problem

"I don't hear any sound in Arena when using the boot disk"

The 'Make Boot Floppy' utility does not recognize some sound configuration lines.

Resolution

If you are experiencing sound related problems when using the boot disk, you may need to add sound configuration lines to the boot disk *config.sys* and/or *autoexec.bat* manually. If this does not correct the problem, make sure that the sound card settings (IRQ, DMA, IO ADDRESS) are correct in the Install program. Consult your sound card manual to determine these settings.

- Find the CD-ROM configuration lines in your c: drive's *autoexec.bat* and *config.sys*. At a DOS prompt, type **edit c:\autoexec.bat<ENTER>**.

- Locate the sound driver line(s) for your sound card.

    Examples: **set sound=c:\sb16**
                set blaster=a220 I5 d1 h5 p330 t6
                c:\sb16\diagnose /s

- Copy the sound driver line to the *autoexec.bat* on the boot disk.

    1. Select the sound card lines and copy them with CTRL + INS.

    2. Open the file **a:autoexec.bat**. Place the cursor at the top of the file and press **<ENTER>**.

    3. Paste the lines onto the blank line you have created with SHIFT + INS.

- Exit the edit program by hitting **ALT + F,** then **X,** then **Y**. Edit the *config.sys* on the hard drive by typing **edit c:\config.sys<ENTER>**.

- Locate the sound driver line(s).

    Example: **devicehigh=c:\sb16\drv\ctsb16.sys /unit=0 /blaster=a:220 I:5 d:1 h:5**

- Copy the 'DEVICE=' line to the *config.sys* on the boot disk.

    1. Select the 'DEVICE' line with **<SHIFT> +**   and copy it with CTRL + INS.

    2. Open the file **a:config.sys**. Place the cursor at a blank line and paste the device line with SHIFT + INS.

- Exit the edit program by hitting **ALT + F,** then **X,** then **Y**.

Problem

"My mouse doesn't work in Arena"

If the mouse does not function in the game when the computer is started with the boot disk, the boot disk's *autoexec.bat* does not have the proper mouse command. The install program does not copy the mouse driver line if the driver filename is not *mouse.com.*

Resolution

- Open the hard drive *autoexec.bat* by typing **edit c:\autoexec.bat <ENTER>.**

- Find the command line for your mouse. Examples of common mouse command lines

follow:

> **lh c:\dos\mouse**   or   **c:\lmouse\lmouse.com**

- Copy this line over to the boot disk *autoexec.bat* with the following procedure:

  1. Select the mouse line and copy it with CTRL + INS.

  2. Open the file **a:autoexec.bat**. Place the cursor at the top of the file and press **<ENTER>**

  3. Paste the lines onto the blank line you have created with SHIFT + INS.

- Exit the edit program by hitting **ALT + F,** then **X,** then **Y**.

- Your correct mouse driver has now been added to the boot disk.

- Next you will need to delete the incorrect mouse driver that the Make Boot Floppy program placed in the *autoexec.bat*.

- Delete the line that reads **LH MOUSE** by placing the cursor on this line and pressing **CTRL + Y**.

- Now save the file by hitting **ALT + F,** then **X,** then **Y**.

Your boot disk has now been updated with the proper mouse driver line.

- If your hard drive autoexec.bat does not have a mouse command line, it may be in the c: drive config.sys. In this case, follow all the instructions above, changing all *autoexec.bat* references to *config.sys*.

- If you do not find a mouse driver loading in either your *autoexec.bat* or your *config.sys* on your hard drive, you may try to locate it on your c: drive. Look for the file MOUSE.COM or MOUSE.EXE in the root, DOS and Windows directories, or in a specific Mouse directory.

- When you find MOUSE.COM or MOUSE.EXE, write down the location (path) where you found it. If your MOUSE.COM is located in the Windows directory, the path is **C:\WINDOWS\MOUSE.COM**. Use this path statement as the mouse command line in the *autoexec.bat* file on the hard drive.

  Example: You find the file **AMOUSE.COM** in a directory called MOUSE on the c: drive. The path for **AMOUSE.COM** would then be **C:\MOUSE\AMOUSE.COM**. The command line that you would add to the autoexec.bat on the boot disk would be:
  LH C:\MOUSE\AMOUSE.COM

Problem

"I get the error 'Not enough EMS' when I start Arena."

Arena requires expanded memory (EMS) to run. This memory must be configured from the computer's available Extended memory (XMS) by EMM386 or another expanded memory manager.

Resolution

Make a boot disk and configure it for more expanded memory, if necessary.

- Create a boot disk automatically with the Install program as instructed at the beginning of this document. In most cases, this boot disk will free enough expanded memory to run Arena. When it does not, you can further modify the disk by the following process:

1. Edit the boot disk *config.sys* by typing **edit a:\config.sys<ENTER>.**

2. Locate the line for EMM386. Example: **device=c:\dos\emm386.exe ram 2800**

3. Allocate a larger amount of XMS to be used as EMS.
   If you have 4 Mb of RAM, change the 2800 to 4000.   If you have 8 Mb, change the 2800 to 8000. (This change will add a "...expanded memory pool adjusted..." message to your startup.)

4. Exit the Edit program by hitting **ALT + F,** then **X,** then **Y.**

- The boot disk should now configure enough EMS memory to run Arena.

Problem

"I am running Double/DriveSpace and the boot disk will not let me access the compressed drive."

Resolution

- If the boot disk needs to run DBLSPACE, add the line **device=c:\dos\dblspace.sys /move** to the *config.sys.*

- If the boot disk needs to run DRVSPACE, add the line **device=c:\dos\drvspace.sys /move** to the *config.sys.*

Problem

"The computer locks on a black screen when I try to start Arena."

Resolution

If you have not set the sound/music IRQ correctly in the Install program, the game will display a black screen and lock upon start-up. Consult your sound card manual to determine your sound card settings (IO ADDRESS, IRQ, DMA). Then run the Install program and input the settings as described in "Configuring Arena to your System" on page 1 of this manual. If this does not correct the problem and you are using the Boot Disk, consult the section "I don't hear any sound in Arena when using the boot disk" on page 9 of this manual.

Problem

"When I try to save my game in a city, Arena CD locks."

Resolution

Walk outside of the city gates. Save the game while in the wilderness. The lock will no longer occur when you try to save your game, regardless of location.

Problem

"The computer runs Arena slowly."

While Arena will run on a 80386/25, we recommend that you play it on a 80486/33DX or faster processor.

Resolution

Decrease the Detail setting in the Options menu. If this does not speed up game enough, you might want to try adding the following line to the beginning of your autoexec.bat: **lh c:\dos\smartdrv.exe**

Problem

"Arena locks up frequently"

There are several causes to the Arena lockups. The most common one is a shortage of Free Conventional Memory. The second most common cause is a sound card conflict. A far less common source of error is a software incompatibility with a driver or utility on the computer system.

Resolution

A.   Find the available conventional memory.

- Arena requires 603K of Conventional memory. When there is too little memory available, Arena locks up.

- Type **mem<ENTER>** at a DOS prompt. Read the number from Free Conventional memory. If this number is below 603K, reference the first section of this document "There is not enough Conventional (base) memory..."

B. Check for sound card conflict.

- Run the Install program and set the sound card and music card to "No Sound."

- If you experience no lockups with the sound turned off, you probably have a sound card conflict. You will need to make sure that the sound settings in the Install program are correct. For instructions, reference your Installation Guide. If you continue to have a sound conflict and are using the Arena boot disk, reference the section on page 9 of this manual, "I don't hear any sound..."

C.   Check for incompatible Operating Systems, Memory Managers, or utilities.

- Arena has only been tested with the following:

  MS-DOS 5.0+, IBM PC-DOS 5.0+, EMM386, QEMM 7.0+

- Arena has had conflicts with:

  386MAX, Multimedia Cloaking, O/S 2, QEMM (before version 7.0)

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