W I Z A R D R Y
L E G A C Y

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Content
1. Introduction
2. Install
3. Setup
4. Files
5. Known Bugs
6. Contact

>>> 1. Introduction >>>>>>>>>>

Welcome to Wizardry legacy. This program is an open source game based on the original Wizardry made by Sir-Tech Software. The project was abandoned in 2004 and patched in 2006 but now it's back. The objective is to complete the project by making it a playable game as soon as possible. I intend to hope increasing the development speed by using new technology and by reorganizing the structure of the game.

The objective is to make a wizardry game that looks very close to the original wizardry games with additional functionalities. Some changes will be made to the game design and it will be shipped with an adventure editor to allow players to make their adventures. It might also be possible to eventually.

The game is currently in demo stage and it is not yet completely operational. It also only comes with a test adventure only used for programming testing and demonstration. Real adventures will come from other people who will use the Adventure editor. I still have tons of project to work on since I switched to board Game design near 2006. So I'll work on this game when I'll have the time and be in the mood to do it. The primary objective is to make the game playable so that the only things that needs to be done later is to add features which should demand much less work.

If you want to support the project, if could be done by making an adventure editor, Creating adventures or creating pieces of artwork for the game. I intend to keep the programming of the game for myself to keep the integrity of the code. You can contact me by email for more information, look at the end of this document

>>> 2. Installation >>>>>>>>>

Installing the game is different according to the OS distribution you are using. The game is currently available for Windows and Linux. The Allegro library support many other platforms including MacOS and Ios, it's just the lack of access to these types of computer that prevents me from compiling the code. Still, if the code runs perfectly on Windows and Linux, it should not be complicated to port it to other platforms.

Windows: Simply unzip the archive in a directory and make sure the subdirectories are kept intact. The allegro and sqlite library .dll files are supplied in the archive and should not need to be installed on the system. You should be ready do go, simply click "wizardry.exe". The game has been compiled on Windows XP, I don't think it will work on previous OS like Win 98 or 95.

Linux: So some library packages are required to run the game. On debian family distributions, you should install the following packages:

liballegro4.4
sqlite3

Install any prerequisite package that Linux might ask. There is currently a 32bit and 64bit build for linux. But most of the time, you'll want to rebuild it yourself.

>>> 3. Setup >>>>>>>>>

This program use the Allegro Video game programming library which contains can support many kind of computer hardware and is portable on many operating systems.

The setup utility has been removed from the game because I am aiming for a zero configuration game. The default setting should make the game run without a config file. Eventually, some options will be changeable from inside the game.

If the game fails to run, you can always use the allegro setup utility that will allow you to create the "allegro.cfg" file that you simply need to copy in the root directory of the game.

The only problems I had so far is on Linux since there is a bug that does not make the Alsa sound driver work. Music uses digimid and sound works at ½ the volume.

The game run in 640x480x16bit colors in full screen. All video card should support this video resolution since it's vesa standard. Even my netbook, which has an awkward screen resolution, support it. Larger resolution are setup by default (1024x576) to include a party frame, but you can disable it if you want.

The game use only a keyboard interface, if you want to play with a joystick, setup a joystick emulator like "JoytoKey"(Windows) that convert joystick input to keyboard input. There are not that many keys to set.

>>> 4. Files >>>>>>>>>>

Here is the list of files that should be found in the game folder :

Wizardry.exe: This is the program itself. You must run this file to start the game. The linux version does not have the ".exe" in the file.

Readme.pdf: Well in case you have not noticed, this is the file you are currently reading.

Wizardry.cfg: This file will be created after the first time you run the game. It contains the default configuration of the game that can be changed on the title screen. The configuration is transferred in the save game once the game is created.

Gnugpl3.txt: This is the definition of the GNU General Public License protecting this program. In a few words, it give you the right to copy and modify the program but you cannot make profit of any kind with the game.

Alleg44.dll: (Windows only) this is the allegro library for windows. It will be used when running the game.

Sqlite3.dll: (Windows only) this is the sqlite library required to run the game.

Datafile folder: These files contain the data to run the game, like pictures, music, etc.

Savegame folder: This folder will contains all the save game files.

Adventure folder: This folder contains adventure to be loaded by the game. The game only comes with 1 demo adventure.

>>> 5. Known Bugs >>>>>>>>>>

- Sound in Linux: As I previously said, sound and music might not work correctly.
- In the editor, when debugging a lock encounter, it crashes. During the game it works fine
- In the intro/ending, if there is only 1 paragraph of text, it crashes. Adventure define a minimum of 2 to bypass the bug.
- Some features are no yet completely implemented. So things will be lacking to the game for sure.

Found a new bug, notice me by e-mail. Eventually, a bug tracking platform like Bugzilla or Mantis will be setup once the game development will be much more complete. The program has still been tested on 3 different machines and OS, so it should be relatively solid.

>>> 6. Contact >>>>>>>>>>

There is more information on my website including all the documentation, development progress and much more. I strongly suggest you take a visit:

Web Sites
Wizardry Legacy New Website
http://wl.lariennalibrary.com

Allegro.cc depot Project Website
http://www.allegro.cc/depot/WizardryLegacy/

Wizardry Legacy Old Version Archives
http://ha.lariennalibrary.com/index.php?n=VideoGame.VideoGame-WizardryLegacy

Wizardry Legacy Old Website Archives
http://ha.lariennalibrary.com/index.php?n=VideoGame.VideoGame-WizardryLegacyWebsite

The hub of all my other websites
http://lariennalibrary.com/

E-mail
You can contact me directly if you have any question, remarks, suggestion or feedback to give.

ericp[at]lariennalibrary.com

Please enjoy the Wizardry Legacy Demo.

Sayonara (^_^)

Eric Pietrocupo
The Shadow
A.k.a Larienna