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1. When a company produces a sequel to a game, it' s usually more complicated than its predecessor. That' s not the case with Realms of Arkania: Star Trail, Sir Tech' s sequel to Blade of Destiny. While this fantasy role-playing game is certainly more powerful than the original, designer Guido Henkel {NOT SURE ON PRONUNCIATION, BUT IT' S NOT " GWEEDO" }, who worked on both games, said a conscious effort was made to make Star Trail easier to learn.
2. {Pick up audio from videotape at 42:18 " Unfortunately, ..." End at ..." nice game to play with." }
3. Star Trail is set in medieval Northern Europe, with a very Viking-like 3-D look. You' re wandering around Arkania searching for Star Trail, the latest blade to beat all blades; along with the Salamander Gem, which is reputed to have the power to affect alliances between enemies and friends, alike.
4. Players can choose from a variety of characters to lead the search party, or can use the statistics and attributes provided by the game itself to create your own specific character. The choices you make, along with the companions you choose to bring with you, will make or break your quest, because Arkania isn' t a real cheery place.
5. The dwarves and the elves are fighting each other, and the orcs are ready to take on anyone who strays into their path. All in all, the atmosphere is one of dread and evil, which may sound awful, but actually makes for a much more interesting game.
6. As you roam the land, you' ll have plenty of chances to meet the inhabitants and pick up useful information. When selecting your party, it' s a good idea to bring in a wide variety of skills, since different approaches will be necessary depending upon who you meet on the road.
7. Once you get into the combat phase, you have three options to choose from: you can take complete control of the fighting, you can tell the computer to control all the characters but your own, or you can have the computer in complete control of determining the winner.
8. If you played Blade of Destiny, Henkel says there' s a good chance that your input helped with Star Trail. {Pick up audio from video tape at 46:58 " A lot of ..." End at " ...will look like." Somewhere near the 15-second mark of this clip, please flip from 8 to 8a. This isn' t for any particular reason, it' s just that I don' t want to have the same shot on the screen for 35 seconds.}
9. Sir Tech is looking for the best of both worlds in Realms of Arkania: Star Trail. The company hopes that fans of Blade of Destiny will return for the sequel, while those roleplayers who were overwhelmed by the original will take advantage of the improved on-line help in the new game.

Summary

Realms of Arkania: Star Trail is Sir Tech' s sequel to Blade of Destiny. This 3D fantasy role-playing game is more powerful than the original, but includes a series of changes designed to make the game easier to play for novices to this type of game.

Also Try

Blade of Destiny, Ultima Series, Dungeon Master 2

Game Specs

OS	CD-ROM
<i>Required</i>	2 MB RAM, CD-ROM drive, 5 MB free hard disk space,80386 processor or better, PC/MS-DOS 5.0 or 6.X

<i>Graphics</i>	256-color VGA
<i>Music</i>	Ad-Lib/Gold, Sound Blaster/Pro/16 with Wave Blaster/AWE32 and 100% compatibles, Graves Ultrasound, Thunderboard, Pro Audio Spectrum 8/16, Roland LAPC-1/MT-32/Scs-1, MPU401-interface General MIDI, Tandy 3-way, PC speaker
<i>Digitized speech</i>	
<i>Recommended</i>	80486/33 or better