

# RAGE of MAGES II

## NECROMANCER



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# RAGE of MAGES III

NECRODANCER

**MONOLITH**

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Monolith Productions

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Rage of Mages II

Monolith Productions



# Installation



## SYSTEM REQUIREMENTS

- Windows® 95/98, DirectX™ 6.0
- Pentium® 133 (Pentium 200 recommended)
- 32 MB RAM (64MB recommended)
- 2MB RAM Video
- 4X CD-ROM (8X recommended)
- Sound card (22kHz 16-bit stereo recommended)
- Mouse
- 28.8 Kbps Modem or LAN for multiplayer
- 130 MB HDD free space

## INSTALLATION

Insert the CD into your CD-ROM drive. The Autorun menu consisting of the following options will be displayed on the screen:

- **INSTALL:** Select this option to install the game. Further on-screen instructions will follow.
- **UNINSTALL:** This option is available only if the game has already been installed. It allows uninstalling the game from your Hard Drive.
- **INSTALL DirectX:** You can install Microsoft's DirectX 6.0 drivers if necessary.
- **Read me:** Useful information on installing the game and a brief user's guide are available.
- **PREVIEWS:** Here you can find demo versions of other games. \*
- **WWW:** Visit the web sites for Monolith Productions and Nival Interactive. Here you can obtain fresh information on the game, as well as the Internet servers available and much more. \*
- **REGISTER:** Read about registering your copy of the game.
- **EXIT**
- **RESOLUTION:** Select one of the modes supported by the game: 640x480, 800x600, 1024x768. Note: High-resolution modes require a higher performance PC.

\*Note: An active internet connection is necessary to view this information.

The CD-ROM Autorun may be turned off on your PC. In this case, run Windows Explorer and start Autorun.exe from the root directory of your CD.

## STARTING THE GAME

After the game has been installed, it can be started using either of the following methods:

- Select the 'Play' option in the Autorun menu, which will have appeared in place of the 'Install' option.
- Start 'Rage of Mages II: Necromancer' from the Windows start menu (Start, Programs, Rage of Mages II, Rage of Mages II).

## PRELUDE

Rage of Mages II unfolds across a mysterious realm called "The World of Allods." Once fertile and flourishing, the realm is now splintered into hundreds of variously sized islands. Each island is an individual Allod that is separated from the other islands by a mysterious astral substance ever ready to devour and disintegrate any object which ventures near.

The origins of this fracturing are dim and uncertain. It is generally assumed that the world was splintered as a result of a massive crash by an out of control comet. When the comet hit, only the mightiest of Mages (later named The Great Mages) managed to keep a portion of undamaged land around their towers from being dissolved by the comet.

Others don't quite believe this story, and in hidden corners, dark and still, some people whisper rumors that the pride and negligence of these powerful Mages caused the great fracture.

Seven hundred years have passed since the world of Allods emerged from the great catastrophe, and the remaining populace has managed to adapt to its unnatural restrictions. The most prosperous countries have resumed power, and new, ambitious rulers have appeared. As for the Mages, they smugly continue their daring investigations and illicit experiments.

One such experiment unfolded in the previous game, Rage of Mages. In that story, a bold group of adventurers traveled through the Allod of Uimoir and defeated the Demon from the Outside who strove to subdue everything and everyone to his vile whims.

Thanks to our heroes, the Allod of Uimoir now rests in peaceful harmony. If only the remaining Allods were so blessed! Can there be a hero powerful enough to stare into the face of darkness and emerge triumphant?



## MAIN MENU

When you first start the game, the following options are available:

- New Game: Choose this option to start a new game of ROM II.
- Load Game: If you have any previously saved games, you can select them from this option. (Details concerning this option can be found in the 'Battle screen menu' paragraph at 'Save game', 'Load game').
- Multiplayer: Choose this option to play multiplayer games.
- Server: Choose this option to run a dedicated ROM II server for multi-player games.
- Cut Scenes: This option allows you to view video clips from parts of the game you have already completed.
- Hall of Fame: This option displays the list of players that have completed the game and the results they have achieved.
- Credits: View the list of people who created ROM II.
- Exit: Use this option to quit the game and return to Windows.

## SELECT CHARACTER SCREEN

### *Selecting a character*

Once you start a new game, you will need to choose a main character and his or her attributes. Dim light filters through four, narrow stained glass windows onto the main character standing in the middle of the screen. Click on any of the windows to select the different types of characters available to you. These include a male Fighter, a female Fighter, a female Mage and a male Mage.

### *Class of character*

Your character can be either a Mage or a Fighter. They will be unable to turn from their chosen calling once you have selected their path. For example, a Mage will never become a Fighter, and vice versa.

Mages can use neither weapon nor armor. Instead, every Mage has a spellbook. Any of the spells inscribed in the book can be cast at any moment (provided that the Mage has sufficient supplies of magic energy called 'Mana').

Fighters wield weapons and wear armor. They can also read magic scrolls but do not possess a magic book of their own like the Mage.

### *Character Name*

If you wish, you can change the name for your character at the bottom of the screen, or you can leave the default name. If the line intended for the character's name stays empty, you can not move to another screen.

## SELECT DIFFICULTY LEVEL

The game features three difficulty levels. The three chess pieces at the top of the screen correspond to the different levels; the default difficulty level is Normal:



*Easy*



*Medium*



*Hard*

The difficulty level will affect the attributes of the enemies you face. For example, monsters and foes might have a greater number of hit points on a higher difficulty setting. To select the difficulty level, click on one of the chess pieces with the left mouse button. The selected piece will assume a golden glow.

## EXIT TO THE MAIN MENU

To return to the Main Menu at any time, left-click on the crossbones in the lower left corner of the screen, or press 'Esc' on the keyboard.

## HINTS

If a mouse cursor remains poised over a selected item for a few seconds, hint info will appear with a brief description of the item and possible moves you can make (e.g. 'Enter your character's name').

## MOVING ON TO THE NEXT SCREEN

After you select the difficulty level, class and gender of your character, you can move on to the next screen: 'Character attributes'. Move your mouse cursor to the checkmark in the lower right corner of the screen and left-click, or simply press the 'Enter' key on your keyboard.



## FIGHTER ATTRIBUTES SCREEN

If you have chosen a Fighter, you will see the following on your screen:



You can see your character in the lower right corner of the screen. The area above contains the basic screen controls.

The symbols of the five primary combat skills are engraved on the column in the center of the screen. The left part of the screen is occupied by your character attributes. The four base abilities in the top left corner of the screen can be changed. The base and secondary characteristics are brought together into a table at the bottom. This table, as well as the portrait of your character, will accompany you all the way through the game.

### Control Panel

The control panel includes three buttons:

- 'Accept'. If you accept either the prearranged or modified attributes, you can click the 'Accept' button and proceed with the game.
- 'Reset'. If you click the 'Reset button', all the base attribute values will equal 25, and the point supply will total 100.
- 'Back'. If you are dissatisfied with your character, you can click the 'Back' button and return to the previous screen to change your character's class, gender or name.



## Base attributes



Base (i.e. innate) attributes determine the primary physical, magical and intellectual abilities of your character. Base attributes stay the same as you initially created them all the way through the game. They can only be changed by means of using rare magical items. Base attributes include: Body, Agility, Mind and Spirit. All remaining attributes are derived from these four:

- **Body:** This attribute determines the build and muscle capacity of the character. The greater the Body value, the more vitality the character can show and the greater amount of damage he can inflict.
- **Agility:** This attribute controls the Agility level and vigilance of the character. A high Agility value results in faster movement, wider sight range and a better ability to avoid blows and to carry out precise attacks. Agility also determines the interval between the attacks of the character.
- **Mind:** This attribute controls the ability of logical thinking and decision making. Mind value determines how fast the character can acquire new skills. It also affects the sight range. The power of a magical spell cast by a Mage also depends on the Mind value.
- **Spirit:** This attribute controls the magic abilities and magic resistance of the character. It is especially important for a Mage. The higher the Spirit, the greater the amount of magical energy (mana) the Mage can accumulate and the more complicated spells he/she is capable of casting. For Fighters, the Spirit attribute only affects his/her magic resistance.

All attribute values are measured in standard units or points. While suggested preset values are provided, you can either accept or modify them.

The minimum base attribute value is 15 points, and the maximum value is 43 points. Note the [+] and [-] buttons next to each base attribute. They are used to increase or decrease each attribute value. As you decrease one base attribute value, you create a points supply. You can now use this supply to



increase another value. Note: the initial point supply equals zero.

The greater the value of an attribute, the more points you will need to increase it. For instance, if you wish to augment an attribute from 26 to 27, you will need 2 extra points, while to increase it from 42 to 43, 16 points will be necessary. The interface allows you to view the number of points you need to augment a certain attribute, as well as the number of supply points you would obtain by decreasing it. This can be done by resting the mouse cursor over the [+] and [-] buttons accordingly for a few seconds. A hint window will then pop up.

If you still have some extra points left after you start the game, they will be automatically transformed into experience points for your character.

## Character Portrait

In the lower right corner of the attributes screen you can see your character's portrait. This is how he /she looks at the beginning of the game. Later you will be able to adjust their weapons and armor (clothing) to your preference. You can either have your character's portrait displayed or your character's attributes displayed at any moment during the game by pressing the Tab key.

## Table of Attributes (Fighter)

In addition to the base attributes of Body, Agility, Mind and Spirit, your character has a number of secondary attributes. These values are calculated from the base attribute values plus the experience values gained by the character. All base and secondary attributes are brought together in a table at the bottom of the screen.

## Secondary Attributes

**Hit points:** The number of hit points determines the character's vitality and health. If this number equals zero, the character collapses. If the hit points value amounts to less than zero, the character will lie unconscious, ignore any commands and slowly die as the last remnants of his/her life gradually fade away. If the hit points value totals minus 10, the character is irrevocably lost. The starting hit points number is in proportion to the initial Body value (i.e. approximately twice as big). As the Body value increases, the hit points number augments accordingly. In the course of the game, the hit point number grows in proportion to gained experience.

ALPHA			
BODY	40	HEALTH	80
AGILITY	36	MANA	142
MIND	25	RESISTANCE	4
SPIRIT	17	DEFENSE	43
DMG	12-18	ATTACK	78
BLADE	20	FIRE	8
ARROW	0	WATER	8
BLUDGEON	0	AIR	8
POW	0	EARTH	8
SHOOTING	10	ASTRAL	8
WEIGHT	238		
XP	7320		
SIGHT	64		
SPEED	18		

**Mana:** Mana is the supply of magical power. It always equals zero for a Fighter. The initial and current mana value is described in the 'Mage Attributes Screen' section.

**Attack:** This attribute determines the precision of the character's attacks. The higher the Attack value, the greater the probability of a successful hit, and hence, of more substantial damage inflicted by the character. The 'innate' Attack value depends on base attributes of Body and Agility. In the course of the game, the Attack value grows with the Skills value. Certain types of weapons and magic items can also increase it.

**Defense:** This attribute controls the ability to avoid hits. A character may use Agility to dodge a blow or Fighters may protect themselves with armor and weapons. Mages are likewise shielded by their garments. All these factors constitute the total defense value. The initial defense value depends on Agility. However, it may vary greatly due to different weapons, armor, spells and magic items.

**Damage:** This is the amount of injury your character is capable of inflicting with one hit. The initial minimal damage value is calculated from the base attribute of Body. It shows the amount of injury the character can inflict upon the enemy with his bare hands. In the course of the game, weapons and magic items possessed by the character can also strongly influence the damage value. It should be noted that the damage attribute for any type of weapon can vary within a certain range of values. The amount of injury inflicted with any weapon type can be either increased or decreased by certain spells.

**Absorb:** If the blow passes through a character's Defense, it still may be partially absorbed. Some monsters have a natural, 'innate' absorption. As for humans, they have to create it by using armor or magic.

**Weight:** This value shows the total weight of items worn and carried by the character. If the Weight value is equal to Body, the character's Speed decreases by one. If the Weight value is greater than Body, the Speed decreases by two, etc. When in the backpack, items weigh less than when being worn or used by the character.



**Sight:** Sight range is the limit to which characters can see terrain, buildings and other characters (see 'Mission – Battle Screen – Visible Terrain' section for details). This value depends on the base attributes of Mind and Agility. Certain magical items can alter it.

**Speed:** This value shows how fast the character can move. Speed depends on the base attribute of Agility. It can also be strongly affected by the type of terrain. Ragged terrain or hill slopes will slow down the passage of your character. Conversely, the character will move faster along a well-trodden track or down a hillside.

**Skills:** A Fighter can develop his skills by wielding different types of weapons (see 'Basic combat skills' section for details). When creating your character, you can choose one weapon type for your character to wield best. Skills values grow during the course of the game as a character uses them successfully more frequently. The greater the skills value, the greater the effort required to raise it even higher.



**Resistance:** The Resistance value indicates the percentage of damage inflicted by a specific Magic Sphere that will be absorbed by the character. For example, if your resistance to the Sphere of Fire equals 60, and you are hit by a Fireball spell (25 points of damage), you will receive 10 points of damage. The absorbed damage in this case would be 60 percent of 25, or 15. If your resistance to fire is zero, then you would suffer all 25 points of damage. The initial Resistance value is half the Spirit value. It is equal for all Magic Spheres. The Resistance value can be raised by means of spells and magical items.

**Experience:** This is a sum total of your character's knowledge, skills and abilities acquired during the game. Experience grows mainly through battles with foes.

### Basic Combat Skills

The column in the center of the screen is engraved with five symbols of basic combat Skills.

You can choose one of the symbols' to determine the type of weapon your character is going to wield best. However, in the course of the game you can change your character's preferences.

Future increases of the Skill level depend on how frequently and efficiently the weapon will be used. Skills can be increased by using magic items as well.



**Blade:** This class includes daggers and all sorts of swords: short swords, long swords, bastard swords and two-handed swords. The advantage of the blade is its high precision and short interval between attacks as compared to other types of weapons.



**Axe:** The game features one-handed and two-handed axes. The time between axe attacks is comparatively long; the heavier the axe, the longer the interval. However, the axe inflicts the most damage of all weapon types.



**Bludgeon:** This class includes plain clubs, spiked clubs, maces, cudgels and morning stars.



**Pike:** Spears and halberds belong to this class. They possess good fighting qualities and provide an advantage in defense by keeping the enemy well at a distance. Apart from Damage and Attack attributes, pikes also possess a certain Defense value. The Defense value of a pike is added to the total value of the Defense Attribute for the character.



**Shooting:** This includes long-range weapons such as bows and crossbows. Shooting weapons allow attacks on distant

targets. There are some creatures in the game that can only be damaged by shooting projectile weapons at them.

## MAGE ATTRIBUTES SCREEN

Mage and Fighter attributes screens are arranged in a similar fashion. However, instead of basic combat skills, Mages possess skills that involve wielding certain



magical spheres. This section is dedicated to the basic differences between a Fighter and a Mage.

### *Table of attributes (Mage)*

Base attributes are similar between Fighters and Mages, but certain secondary attributes are calculated in a different way. This primarily refers to Hit Points, Mana and Skills.

**Hit points:** The initial hit points value is in proportion (approximately equal) to the base attribute of Body. As the Body value grows, the initial hit points value increases accordingly. Additional hit points may be received in the course of the game with gained Experience.

**Mana:** The greater the amount of Mana the Mage can accumulate, the more potent the spell he /she is capable of casting. Mana supplies are replenished over time without additional effort. The starting Mana value is approximately twice that of the Spirit value. Mana also grows in proportion to the total amount of experience gained throughout the game.

**Skills:** Magic skills are described in the 'Magic Sphere Wielding Skills' section. As you choose one particular sphere, your character receives an advantage in using the corresponding magic spells. You will see the figure of 20 next to the selected Skill. The rest of the skill values will remain zero. Certain skill values directly influence the characteristics of wielded spells. Spells may affect more distant targets, inflict more damage and have longer duration.



### *Magic Sphere Wielding Skills*

The magic system is based on five spheres of energy. The word 'sphere' is used primarily as a symbol; it does not describe any physical phenomena. When creating a spell, a Mage uses the energy enclosed in a certain sphere. This has a crucial influence on the resulting magical impact.

The column in the center of the screen is engraved with five symbols of magic:

Choosing to concentrate on one particular sphere enhances the ability of a Mage to cast spells of that sphere and more easily learn new ones. This does not mean that he is unable to use spells belonging to other spheres. In the course of the game he can strive to master any other sphere, just as a Fighter can learn to wield any type of weapon.



### *Sphere of Fire*

All spells inflicting heat damage are included in the Sphere of Fire. These include: Fire Arrow, Fire Ball, Fire Wall and also the spell of Protection from Fire.



**Fire Arrow:** This is a fire bolt that resembles an arrow. It hits the target directly and inflicts heat damage.

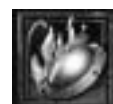


**Fire Ball:** As it reaches the target, the Fire Ball explodes. The explosion causes damage to both the intended target and some neighboring objects.



**Fire Wall:** A Fire Wall appears in a burning line between the mage and his/her target. Once cast, the Fire Wall remains motionless. The characters can cross it only at the cost of receiving heat damage. With time, the Fire Wall fades away. This period depends on the

skill of the Mage in the Sphere of Fire.



**Protection from Fire:** This spell decreases the effect of fire spells and absorbs some inflicted Damage. Once cast, the spell stays for a certain period, and then fades away. If the character possesses a magical item with a 'protection from fire' spell, the protection is in effect while the character either holds this item in his hand or wears it.

### *Sphere of Air*



The magic of Air creates optical effects like Invisibility and electrical charges, including: Lightning and Prismatic Spray. There is also a spell of protection for this Sphere.



**Lightning:** This spell sends a lightning bolt flying from a Mage to a target.



**Prismatic Spray:** This is a bundle of variously colored rays that burst from the Mage's hands. It can affect just as many targets as the number of rays that are cast.



**Invisibility:** This spell is cast on living characters only. A single spell renders one character invisible. The effect disintegrates as soon as the character starts doing anything except simply walking or picking-up objects. However, it should be taken into account that certain creatures can discern invisible characters if they venture close enough.



**Protection from Air:** This spell decreases the effects of Air magic. It also absorbs some damage inflicted with these spells and decreases their time of duration. Once the protection spell is cast, it stays for a while and then fades away. A magic item containing this spell enables protection for as long as the character wears it or holds it in his hand.

### *Sphere of Water*



Water spells inflict damage of a chemical nature. This includes the following spells: Ice Missile, Poison Cloud, Blizzard and Protection from Water.



**Ice Missile:** This is a pointed ice bolt that flies at high speed. It hits the target with precision and inflicts the damage of Water magic.



**Poison Cloud:** This spell spreads a poison cloud over the area. As the character is caught in the cloud, he becomes poisoned. When he emerges from the range of the spell, his life power continues to decrease for a while as the poison remains in his lungs. In addition, if the poison has run its course and the character re-enters the cloud again, or he/she has simply never left the area, the character will be re-poisoned once more until the spell cloud dissipates.



**Blizzard:** This spell releases an erratic shower of large hailstones that pour from above and damage everyone hit within the area.



**Protection from Water:** This spell decreases the effects of water magic. It also absorbs some damage inflicted with these spells and decreases their time of duration. Once the protection spell is cast, it stays for a while and then fades away. A magic item containing this spell enables protection for as long as the character wears it or holds it in his hand.

## Sphere of Earth



Spells common to the Sphere of Earth include: Stone Missile, Wall of Earth, Stone Curse, Meteor Storm and Protection from Earth.



**Stone Missile:** This is a pointed piece of rock flying at high speed. It hits the target directly and inflicts damage.



**Wall of Earth:** The wall emerges in a straight line between the Mage and the target. The stone wall can create an obstacle or a shelter; it can also block a passage. Once cast, it remains motionless. It will fade away over time, depending on the skill possessed by the Mage.



**Stone Curse:** The victim of this spell is temporarily turned to stone. This decreases the victim's defense, but considerably increases the absorb value in return.



**Protection from Earth:** This spell decreases the effects of Earth



magic. It also absorbs some damage inflicted with these spells and decreases their time of duration. Once the protection spell is cast, it stays for a while and then fades away. A magic item containing this spell enables protection for as long as the character wears it or holds it in his hand.

## Sphere of Astral



Astral magic is the most complicated and least studied. It features no protection spell; however, certain magic items can give protection against it. Astral Magic can manifest its power in various ways. The Astral spells include: Bless, Haste, Animate Dead, Teleport, Heal, Summon, Drain Life, Shield, Curse and Slow.



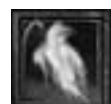
**Heal:** This spell restores hit points. It can even cure completely collapsed characters.



**Bless:** This is essential for Fighters. It enhances the probability of inflicting maximum Damage with a weapon. However, it does not affect the damage inflicted by spells.



**Haste:** This spell increases the character's speed. The acquired speed value and duration of the spell are determined by the skill of the Mage.



**Animate Dead:** This spell creates undead creatures out of corpses. These creatures obey the one who summoned them. You can obtain a Zombie from a fresh corpse, a Skeleton from those that are half decayed and a Spirit from a pile of bones. The number of hit points possessed by the undead depends on the corresponding characteristics of that creature while alive.



**Summon:** This spell summons a monster to obey the Mage's commands. The creature's appearance, strength and duration depend on the skill of the Mage.



**Drain Life:** By using this spell, the Mage can drain a certain amount of life power from his victim and add it to his own power.



**Teleport:** This spell enables instant transfer of the spellcaster from one spot to another. The destination can be reached only when within the range of sight of the Mage. The maximum distance of



transportation depends on the Mage's skills.



**Shield:** When Shield is cast, it spawns an egg-shaped shell around the caster that increases the caster's Absorb value. The duration of the spell, as well as the number of points added to the Absorb value, depend on the Mage's skill.

## START THE GAME

When all the attributes have been set, it is time to move on to the next screen. To do that, left-click the 'Accept' button on the Control panel, or press 'Enter' on your keyboard.

The adventurous life your character is about to live is divided into fragments called quests. Having completed a quest, the character may then enter one of the towns accessible for that given moment in the game. In town, he/she can receive information on other quests and equip himself/herself properly. Characters travel between quests and towns by means of the Global map.

## GLOBAL MAP

The global map displays the entire Allod, including large settlements, rivers, forests and mountains; however, the map is not to scale as it was drawn by an ancient cartographer. The Global map allows the following options:

Learn your current location on the Allod. This spot is indicated on the map with a stylized knight shield.



Choose one of the available quests. You can choose any of the missions marked by a tiny flag. If you move your mouse cursor to the flag, it will change color. Simultaneously, a scroll with the name of the quest and a brief description will appear at the top of the screen. Simply click it with the mouse button, and your character will embark on his/her journey. Progress will be marked on the map



with a path.

You can also move to any of the accessible towns. Click on the town to select it. Your character will advance to the specified town automatically.

## Inside a Town

The Town is a place of paramount importance for the entire Allod. All the latest news arrives here — brought by travelers from the farthest reaches of the world — and trade is booming. The town's sturdy walls provide safe shelter for your character to rest and equip for the adventures ahead. Your character will visit three towns: Plagat, the capital city of Uimoir, Kaarg, the capital city of Yases and a secret woodland town of the mysterious druids. The druids' town hardly resembles a human town, however, it provides the same options. Your character will gain access to the druids' town only after completing one of the later quests in the game.



## Cursor



As you move the cursor across the town, you will hear a sound or see hint windows in certain areas.

This means your character can enter or interact with the object on screen.

## The Inn

Wise folk visit this place not only for a mug of ale but also in search of pleasant company. Reckless adventurers abound here, ready to engage in the most incredible enterprise or share stories and rumors with others eager to listen and enjoy.

### *Mercenaries and characters:*

All mercenaries available at the moment you enter the area, as well as the characters that might provide you with useful conversation, are displayed at the bottom of the screen. The characters and mercenaries differ in their frames of color. Mercenaries have grayish green frames, while other characters have light green ones.



As you select a mercenary, his/her picture will start moving. His /her appearance and attributes are displayed on the left side of the screen. You can select the 'talk' button on the control panel to listen to their story.



#### **Control panel:**

You can communicate with mercenaries and characters by means of the upper right corner panel. It has three buttons:

- **Hire:** As you press this button, you suggest that the mercenary join your party and accompany you in the next mission.
- **Talk:** You can listen to the story of the selected character.
- **Exit:** You will exit from the Inn back to the central square of the town.

### **The Shop**

The shop bursts with an abundance of items for purchase. You can also sell anything worn or carried by your character. The shop screen includes the following:



#### **Weapons department:**

Any type of non-magic weapon wielded on the Allod will be found here. The craftsmanship and material of the weapon is just as important as its class. Items can be extremely similar except for the material they are made from. This might result in a crucial difference in quality, and hence the price of the item. Apart from the amount of damage that the weapon may inflict, the weapon may have other interesting qualities. For example, some swords may allow high precision attacks, while some pikes can increase the defense value of the owner.

#### **Armor Department:**

Here you will find all kinds of armor, devoid of any magical effects, including: helmets, bracers, gauntlets and boots. There are also various types of shields, from minor fist shields to heavy siege shields. Each armor type may also have different modifications. For example, a helmet can be either open or closed. They can also be made of different materials, which results in different attributes and prices.

#### **Magical Items Department:**

Any item may contain magic, ranging from weapons to armor, amulets or anything else. For example, a magic sword might add several points to the Sword wielding skill. A Mage's garment enchanted with a spell can protect its owner from the magic effects of specific Magic Spheres. Each item is destined either for a Mage or for a Fighter. Mages can not use the Fighter's belongings, and vice versa. The exception is made for amulets as they can be used by both types.

The potential of a magical item may also depend on the material of which it is made. For example, a shield made of magic wood can protect much better than the steel shield of the same class. This notion should be taken into account while choosing armor and weapons.

Mage's staffs form a specific class of magical items. Each staff allows wielding of the spell contained in it without using the spellbook and spending no Mana from the Mage's natural supply. The staff is as essential for a Mage as a weapon is for a Fighter.

#### **Scrolls, Books and Potions Department:**

Scrolls, books and potions form a separate group of magical items. All the items described can be used at any moment when the backpack is available.

- Each scroll contains one spell and both Mages and Fighters can read it. It can belong to any of the Spheres and can only be used once.
- Once bought, a book containing a spell appears in a character's backpack. It is an ordinary item and can be handed over to another character or sold again. If read by a Mage, the item disappears and reappears as a new spell in the Mage's spellbook.
- Potions are magical elixirs that restore either health or mana. There are some potions that can restore both at the same time.

### **The Shelf and Its Options**

After you select a department by left-clicking it with your mouse button, it starts to glow. Simultaneously, its contents are displayed on the Shelf.

The part of the Shelf with the contents of the selected department is displayed in the left upper corner of the Shop Screen.

You can scroll the shelf up and down to view all its contents by using the two arrows at the top and bottom of the screen. By clicking the arrows with your mouse button, you can shift the items to the next position. Also you can view the items using the PgUp/PgDn keys.



Each item pictured on a shelf is accompanied by two figures: the price inscribed on a red wooden plate at the top, and the number of similar items stored in the shop at the bottom. A hint info box about the item will appear if the cursor remains poised over the item for a while. The info will include the name, the material and certain attributes of that item. Magic items will have an additional line describing magic applied to them. The hint info will also describe the magic contained in Books and Scrolls, the contents of Potions and the names and characteristics of Amulets.

If you need to buy an item, select it by pressing and holding the left mouse button until you drag the item to the table.

If there are several similar items on a shelf and you want to drag them all to the Table, you can keep the 'Shift' key pressed and proceed as described above. Then press 'Buy' in the control panel.

### Table

The Table is a five celled panel located above your backpack.



### Exchanging Items

Only one Hero can enter the shop at a time. His/her backpack will be emptied onto the Table and the portrayal can be scrolled through to show another character. Now you can let the other character wear these things or put them into his backpack.

In this way you can exchange items among all your characters. However, you should keep in mind that some Fighter items can not be used by a Mage, although they can be placed in the Mage's backpack.

### Buy and sell

You can move items from either the Shelf or the backpack to the table. Colored plates with the price of items will help you to differentiate between them. Items from the shop shelf have red wooden price plates, while items from your backpack have their price inscribed on pieces of green dragon leather. Your character cannot try-on the items before buying them.

Keep in mind that the shopkeeper sells his goods at a higher price than he/she buys them. If you change your mind after you have purchased an item and then

return it, you will only be refunded for part of the original price. The higher the price of an item, the greater loss your purse will suffer!

### Control panel

You can buy and sell items from the table by means of the Control panel. It is situated in the upper right corner of the Shop Screen and has four buttons on it:



- **Undo:** The 'Undo' command removes all items from the table. The items from the shelf will return there, and the items from the backpack will resume their position. Items taken off the character will be placed in the backpack. The figure on the 'Undo' button shows the sum total of the money you possess at the moment. As you press this button (*i.e. neither buy nor sell anything*), the sum stays unchanged.

- **Buy:** As you place some items from the Shop on the table and you press the 'Buy' button, you come to possess these items. They can then be found in your backpack and their cost is reduced from your account.

The figure on the 'Buy' button shows the combined price of all the items on the table. It is marked with '-', because this sum will be deducted from your money.

- **Sell:** If your character's items are on the table and you press the 'Sell' button, you sell them to the shopkeeper. They will then be placed in the corresponding shop departments. The figure on the 'Sell' button shows the sum you would gain by selling these items.

- **Exit:** The 'Exit' button allows you to exit the Shop back to the Town's Central Square. Be careful not to leave any items lying on the table before exiting, otherwise you will automatically buy the Shop items or sell your own belongings. For this reason, the balance on the 'Exit' button changes every time you place something on and off the table.



### Info Window



The 'Info Window' looks similar to the 'Main Quest Screen'. You can see one of your Heroes here, since they are the only ones allowed to come inside the Shop.

There are four standard buttons in the four corners of the Window.

- Use the two arrow buttons at the bottom to view all your characters in turn.
- The upper right corner button will show the standard Attributes Table of your character. As you have him put on various items, you will immediately see his attributes change.
- You can receive a hint about anything displayed in the Info Window in the usual way by holding the cursor over the button for several seconds.

### Spellbook

Mages will have a magic symbol displayed in the upper left corner on the Info Window. Press it to open the Mage's spell book and view the spells that are already recorded in the Mage's book. This allows you to see which spells you still need to purchase. Note that you can not use magic in town.

The Spell Book Panel opens above the Backpack Panel and partly covers the table.

### Backpack

The panel at the bottom of the screen is the backpack of the character portrayed in the Info Window.

As you open the backpack in the Shop, all its items are evaluated and their prices displayed.



### Money



Your money is kept in the Backpack of the Main Character. No other character can carry it. Money is always placed in the last cell of the Backpack. As you buy something, the necessary sum is extracted from the purse, whether the Main Character's backpack is open or not.

### Show Menu

There is a statue in the Town Central Square, which is more than just a decorative object. You can use it to see a Menu of the Town. When you are in the Druid Town there are no statues, but you may press the 'Esc' button to see the Menu. Here are the options:

- **Load Game:** Restore a previously saved game.
- **Save Game:** Save the game under a certain title.
- **Sound Options:** You can adjust speech, music and special effects loudness. You can also choose a musical theme that will accompany you through the game.
- **End Game:** You can exit to the Main Menu or Windows.
- **Continue Game:** Resumes current game.

### Local Inhabitants

There is a local population in each town. You can listen to their tales or conversations as you move the cursor over them and left-click the mouse.

### Exit Town

You can exit the town through the Gates. The Druid town has no Gates in the proper sense, but you can exit via a path visible in the left corner of the screen. Having departed the town, the character will find himself on the Global Map. However, if the character has received no quest, he can only get to one of the accessible towns.

## QUESTS

In the course of the game your character will nearly always have several quests from which to choose. Each of them offers intricate adventures, unique items, new information, skills and experience.

The player is free to complete some and neglect the others. Nevertheless, some quests are essential for moving on to victory. These quests are called 'primary,' although they are not specially marked on the map. Sometimes the character is unable to receive any new quests until he has completed one of the available ones. This clearly indicates that the quest is primary, and it will have to be completed.

### To Receive a Quest

Players can learn about their next quest while completing the previous one. They can also receive a quest in any of the inns.

## To Complete a Quest

During quests, events experienced by the characters are reflected on the main screen. You will be able to see them immediately upon selecting a quest on the Global Map (see 'Global Map' section).

## Main Screen

The Main Screen includes the following sections: the battle screen and a menu contained within the top of the magic staff. The staff contains a violet crystal with a mini-map plus the control panels and an info window. Additional panels can be viewed from the info window

## Battle Screen

The battle screen is the stage where the action of the game takes place. It displays terrain, plants, tracks, bridges, buildings and characters. Here you can control the characters at your disposal, making them move and fight.



## Battle Screen View

Terrain is visualized on the screen in the following ways:

- **Visible terrain** (*well illuminated areas of the map*). This is the area of terrain that your characters can see at the moment. The range depends on the type of terrain. For example, if a character climbs a hill or mountain, the visible area enlarges. On the contrary, if he/she enters a valley, the visible area is diminished. As the terrain is comparatively flat, the visible terrain has a rounded shape. Mountains and hills restrict views, resulting in more complicated outlines of the visible area. The visible area for a group of characters under one player's command is their common visible area. Archers cannot shoot and Mages can not cast spells beyond their visible areas, even when the maximum range of their weapon is much greater. However, they can attack within the common visible terrain range by 'using' the sight of an ally character that can see the enemy. This trick is useful to keep your Mages out of harms way from the enemy, while still letting the Mage attack.
- **Explored terrain** (*dimly illuminated area on the map*). This area includes terrain that has been explored by any of your characters in the past but is not immediately within your visible terrain range. You can see the terrain, plants and buildings, but the enemy or neutral units are invisible.
- **Unexplored terrain** (*dark area on the map*). These are the spots that have not yet been visited by any of your characters and cannot be seen.



## Cursor

The cursor changes shape as it moves from one object to another. Left-clicking executes a command corresponding to the current cursor shape.



**Standard shape:** This cursor appears when no character has been selected.



**Select character or item:** As you point at a character or an item with the standard cursor type, the shape will change as shown in the picture. You can select a character or an item by left-clicking the mouse. The image of the selected unit will become brighter and his/her hit points scale (and the mana scale for a Mage) will start glowing. His/her portrait will also appear in the Info Window.



**Attack:** As one or several characters are selected and the cursor points at an enemy unit or item, the cursor shape will automatically change to show the attack symbol. You can start attacking by clicking the left mouse button.



**Move:** When one or several characters are selected, you can move them to a selected spot. To indicate this spot, point at it with the standard cursor and left-click. The selected character or a group will be commanded to 'move' towards the indicated spot.



**Pick up:** All items on the screen are packed into bags and can be picked up. Point at the sack with the mouse button and the shape will change as shown on the map. Sometimes a bag can be hidden in a thicket. In this case, you can detect it only when you see the cursor shape change. Left-click on the bag with your mouse button and the selected character will move to pick it up. The contents of the bag will be automatically displayed in your character's backpack. To order your character to pick up all the bags in an area, press the 'P' key and see your character gather all the bags within his sight range.

## Scrolling screen

Scrolling can occur at normal or fast speed.

To scroll at a normal speed, move the cursor to the edge of the screen and continue moving it in the desired direction.

To fast-scroll, keep the right mouse button pressed and move the cursor in any direction you desire.



## Terrain

There are passable and impassable areas of terrain. Water and mountains are impassable. The areas occupied by a building, a tree, a bush or another character are also regarded as impassable.

## Locations

Some locations can be utilized during quests. For example, you can drink out of a well and increase your Mana or hit points. To do this, select a character and move it to the location. Left-click the mouse button when the shape of the cursor changes. Now you can utilize the location.

## Characters

- **Selecting a character on the map:** Move the cursor to the character you want to select. The cursor shape will change and the character image will brighten. Click the left mouse button to select that specific character.
- **Selecting a group of characters:** Keep the left mouse button pressed and move the cursor to another place. A white rectangle will appear on the screen. One of its corners will be fixed where you first pressed the mouse button, while the opposite corner will follow your cursor as it moves. When you release the mouse button, all characters inside the rectangle will be selected. Any enemy units and NPCs within the rectangle will not be selected.

Selecting a new character or a group will automatically cancel the preceding selection. To add a character or a group to those previously selected, press the 'Shift' key and select the new characters. They will now be added to the group.



- **Remove a character from a selected group:** To remove one of the characters from a group, point the cursor at him/her, then press and hold 'Shift' and click the left mouse button. The character will be removed from the selected group.
- **Assign numbers to a character:** You can assign numbers to your characters in order to select them quickly during quests. Select a character and press 'Ctrl' together with any number from 1 to 9. The selected character will be saved under this number, and the corresponding figure will appear next to him on the screen. For example, if you saved your character under number '1', you can press the '1' button to select your character.



- **Give a number to a group:** You can likewise assign a group of characters using numbers 1 through 9. Select a group of characters, then press 'Ctrl' and any number from 1 to 9. The selected group will be saved under the indicated number, and the corresponding figure will appear next to each character in the group. You can select this group by pressing this number.

A single character may belong to several different groups. Select the character belonging to one group and press 'Shift' + 'Ctrl' + any number from 1 to 9. You should not use numbers already assigned to other groups if you want to keep them selected. The selected character will now belong to both groups. The figure displayed next to him will show the number of the group he joined first. If the two groups were given different orders, he joins the one that received the last command.

*Example:* A mercenary Knight and a mercenary Mage have been selected. This group received number '1' by pressing 'Ctrl' + 1. After that, a mercenary Archer and the same mercenary Mage, which had already been assigned to group 1, were selected. This group received number '2' by pressing 'Ctrl' + 'Shift' + 2. The mercenary Mage now belongs to both groups, but he still has the figure '1' displayed next to him. When the '1' key is pressed, the knight and the Mage become selected. They are commanded to move to the right side of the map to execute an order. Next, the '2' key is pressed and the archer and the Mage are selected. They are assigned to move to the left side of the map. The Mage now changes his /her destination to join the archer and move to the left side of the map.

- **Center the screen on a group:** It is sometimes convenient to center the screen on a selected group. Press 'Alt' + the number of the selected group.
- **Hit points and Mana visualization:** You can switch on the 'Show hit points' option under the 'Game options' portion of the Battle Screen menu. A bright green bar now appears over all characters and monsters indicating the amount of hit points remaining. Mages also have an additional blue bar showing the amount of Mana they have. A glowing opaque bar is displayed over selected characters, while the remainder have semi-transparent bars. If the described option is switched off, the bars appear only over the selected characters.



## Control panel



**Attack:** As you select one or several characters, you can point the cursor at an enemy unit or item. The cursor will automatically change shape to show the attack symbol. Your characters will then attack when you click the left mouse button.



**Move:** When one or several characters are selected, you can set them moving to a selected spot. To indicate the spot, you can point at it with the standard cursor and left-click. The selected character or group will be commanded to move towards the indicated spot.



**Swarm (Move and Attack):** The selected character or group will move towards the indicated spot attacking each enemy within their sight. If the enemy flees, your characters will pursue them. When all enemies are destroyed, your characters continue moving to the indicated spot and stop there.



**Guard (a spot):** The character issued this order will guard the surroundings of the spot where he stands. The guarded area usually exceeds a little more than the actual visible terrain area. If an enemy shows up within the guarded area, the guard character will attack him. If the enemy dies or flees, the guard character would return to his/her original position without pursuing. A group issued this order will guard their common area, which grows bigger if the characters are placed further from each other.



**Cast Spell:** To cast a spell, the Mage spell book must be opened and a spell selected. You then activate the spell by clicking your cursor on a target. However, if the Mage is casting a spell on himself/herself, the spell will automatically take effect when selected from the spell book and a click of the mouse button will be perceived by the Mage as an order to 'Move.'



**Defend (a character):** Your character or group will follow the protected character in close proximity and defend him/her when attacked.



**Stand ground:** The selected character or group stops at the indicated spot and will not attack the enemy until the enemy approaches within the range of the selected character's strike range.

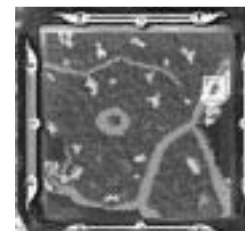


**Retreat:** The character or group will stop fighting and retreat in the direction with the lowest enemy concentration.

## Minimap

The minimap shows the entire area of a given quest. It is divided into Visible, Explored and Unexplored areas.

The terrain displayed on the current Battle Screen is marked on the minimap by the white contour. Buildings and characters are highlighted on the minimap with variously sized and colored squares.



## Info Window



The info window shows either a portrait or the attributes of the character pointed at with the cursor. You can switch between the attributes and the portrait by means of the upper right corner button in the info window or the 'Tab' key.

The portrait and attributes of the selected character will be displayed in the info window until the cursor points at another character. If the character has not been selected, his/her portrait will disappear as soon as the cursor moves to another place. If you select a group of characters, the info window will show the number of characters in the selected group. If no characters are selected, the info window will display the 'No units selected' message.

The info window can also display portraits of enemy characters or items. However, their attributes will not be available until the character kills a sufficient number of similar enemies. Initially, the hit points of the enemy are displayed, followed by damage, attack and other attributes.

**Note:** If the screen resolution is set to 1024x768, the portraits and attributes of characters are shown on the screen simultaneously. You will not need to switch between them.

There are four control buttons in the corners of the Info Window:

- Show 'Spellbook' additional panel for a Mage – upper left corner
- Show 'Backpack' additional panel – lower left corner
- Switch between character portrait and attributes – upper right corner
- Show Battle Screen menu – lower right corner

## Spellbook

**Open spellbook:** If the info window shows a Mage, his spellbook can be opened by clicking the upper left corner button or the 'B' or 'Q' keys. The spellbook contains all the spells known to the Mage.

If a group of Mages is selected, the spellbook will contain only those spells known by every Mage in the group.



**Use spellbook:** When the spellbook is open, you can cast a spell by selecting the spell from the book and then selecting a target on the map.

If a particular spell is selected from a spellbook, you can still move your Mage by pressing 'Alt' and holding this button down.

**Key shortcuts to spells:** To make it easy to cast spells, try using shortcut keys. To do this, select a Mage and open his/her spellbook. As you select a spell, the corresponding cell will start glowing. Next, press and hold 'Ctrl' and any key from F4 to F12 (e.g. F5). Now the F5 key will be linked to the selected spell. The 'F5' message will appear in the upper left corner of the cell. Note: The created shortcut may be used by all Mages from your party that are able to use it.

You will now no longer need the spellbook to cast this spell. Select a Mage and press the shortcut key. The cursor will change shape and you may select your target and attack.



**Automatically cast spell:** You can select a spell to be automatically cast by a Mage while attacking the enemy. Select a spell from the spellbook and press 'Ctrl' + A. Now your Mage will attack the enemy with the selected spell.

## Backpack

The 'Backpack' additional panel can be opened either with the lower left corner button of the Info Window or the 'I' or '~' keys.

Only characters from your party have backpacks. Various things can be stored there: weapons, scrolls, potions, amulets, etc. The main character always carries the



money. Similar items are stored in the same cell. Their number is indicated in the lower left corner of the cell.

The number of items carried in a backpack is unlimited. You can view the contents of cells by scrolling them with the arrows on the right and left sides of the backpack panel.

The following options are available while using the backpack:

### Put on or pick up

Select an item in a backpack cell by pointing the cursor at it and left-clicking the mouse. Then, hold the mouse button and drag the item into the info window. If the character can wear the item, he will put it on. If not, the item will return to the backpack.

There is also a simpler way to equip an item. Double-click the item with the left mouse button. Weapons, armor, clothing and amulets will be put on or picked up automatically. The items previously worn or held by the character will be taken off and displayed in the backpack.

### Use

During your quest, you will frequently use scrolls, potions, books and other objects stored in the backpack. For example, you can double-click on a magic scroll to activate the spell. The cursor will change its shape to show the 'Cast' symbol and you may select a target to attack it. Other items are even easier to use! For example, just double-click a potion and your character will drink it!



## Shortcut Keys For Items

There is another simple way to use items directly from the Backpack. Open the backpack, highlight the item you wish to use and press 'Shift' + any key from F4 to F12. You can now use the item by pressing the specified key without opening the backpack.

If the character can wear or hold the item in his hand, he /she will put it on or pick it up. If this is a potion or a scroll, the character will use it accordingly. One shortcut key can be created for several similar items. Such items will be used one after another the number of times the key is pressed.

Unlike the spells, the item shortcut key can be created for the use of a singular character. Even if another character carries the similar item, he must have his personal shortcut key to use it.

*Note: If the shortcut key selected for an item has been previously selected for a spell, the earlier selection is automatically canceled.*

## Drop Items

You can drop items out of the Backpack onto the map. Select an item in a cell by pointing at it with the cursor and pressing the left mouse button. Next, hold the button down and drag the item to any spot on the map then release. The selected item will appear on the map right at the character's feet.

You can drop all items in a cell simultaneously. Press 'Shift' and hold it as you repeat the action describe above. All the items from the cell will appear on the map in one bag.



## Drop money

The main character can drop money onto the map. As you double-click the money cell, a dialog window appears asking how much money you want to drop. Specify the sum and press 'Accept'. The indicated sum will appear at the character's feet.

## Battle screen menu

The Battle screen menu can be brought up by clicking the lower right corner button of the Info Window or by pressing the 'Esc' key. It contains the following options:

## Save Game

This allows you to save the current game under a certain title. Apart from this option, the game is saved automatically at the beginning of every new mission under the name. Restart the last mission that can be accessed from the load game menu.

## Load Game

Restores any previously saved game.

## Game Options

There are several options here; if the option is light purple, it is activated. If it is dark purple, it is not activated.

- **Game speed:** Use this option to speed up or slow down the game. This option can be very useful. If you have to cover a large distance, you can speed up the game to gain time. Conversely, when you are engaged in a complicated battle, you can slow the game down to perform more actions. You can speed up and slow down the game using the gray 'plus' and 'minus' keys accordingly.
- **Day/Night change:** During the game, day gradually changes into night and vice versa. The lighting and colors on the screen also change. These visual effects can be disabled or enabled.
- **Smoothing:** You can enable or disable smoothing on the screen. If your machine is not powerful enough, you can increase the game speed by turning off this effect. The picture quality will be slightly reduced.
- **Show Health:** If this option is turned on, green and blue health and Mana bars will be shown over each game character. Selected characters will have slightly brighter bars.
- **Show hit points:** Lost hit points will be shown on the screen as a number floating from the character with every incoming hit if this option is on.
- **Formation mode:** If your characters are arranged in a particular way and you need them to keep this formation when they arrive at the place of their destination, you can use the 'Formation mode' option. Although the characters will break the formation while walking, they will resume it as they arrive at the indicated spot.
- **Retreat:** If this option is disabled, characters will fight until death or victory. If you select 'Normal,' characters will automatically retreat when their hit points are





at critical level. If you select 'Panic,' the characters will flee when they lose two-thirds of their hit points.

- **Shadows:** All objects on a map cast shadows according to the location of the sun. This effect can be turned off or on.
- **Names of Characters and Clans:** This option is only available in multiplayer game mode.

When turned on, the names of the character and his or her

clan are shown above the head of the character. When turned off, names of characters and clans are not shown. Moreover, when the option is turned off, the mission objective will not be shown above characters and monsters.

- **Dynamic Lighting:** The terrain and objects in the game are lit in accordance with the location of the light sources (sun, magical effects). This effect can also be turned off.
- **Object Animations:** When turned off, all objects on the map are not animated. When turned on, some objects become animated: windmill sails start rotating, leaves stir on the trees, etc.

*Note: It can be useful to turn off the "Day/Night changes", "Smoothing", "Shadows", "Dynamic Lighting", and "Object Animation" options if your machine is not very fast. Turning these options off will result in better performance.*

- **Auto Cast Mode:** Mages under the player's control can cast spells automatically without a special command. You can change the list of characters affected by these spells, and also choose a set of spells used automatically.
  - **Minimum:** Healing and Shield
  - **Average:** Additional casts Bless and Haste
  - **Maximum:** Additional casts Protections and Invisibility
- **Alt. Message colors:** When turned off, the color of messages in a multiplayer game corresponds to the player's personal color. When turned on, the message color depends on the message type, and not on the sender.
- **Auto Cast for Units:** Mages automatically cast all protection and enhancement spells on all members of your party (mercenaries mostly), not just the three main heroes. When this option is turned off, your hero Mages will only auto cast on your other heroes.

The choice of characters affected by the spells is determined by the following options:

- **Own:** The spells will be automatically cast on the characters controlled by the player.
- **Allies:** The spells will be automatically cast on the characters allied with the player.
- **Neutral:** The spells will be automatically cast on neutral characters.

These options can be turned on and off independently from one another. If all options belonging to this group are turned off, the mage will cast spells automatically only on himself.

## Tips

This option is only available in single player game mode. When turned on, hints will appear automatically when applicable.

## Sound Options

Here you can select a background sound track, and adjust volume of music, sounds and speech.

## Quest Objectives

This option displays a brief description of your current quest. As you proceed, more specific objectives may appear corresponding to different stages of the quest.

## End Quest

Victory!: This option is available when you have completed the quest and would like to continue further in the game. As you reach the quest's objective, this option appears automatically. However, if you select 'Continue', you can still exit the quest at any moment by clicking on the 'Victory' button.

- **Continue:** After the quest has been completed, you can stay on the same map and continue the game.
- **Exit to the Main menu:** This option brings up the Main menu.
- **Exit to Windows:** This option will quit the current game and return you to Windows.
- **Continue game:** Return to the game.
- **Hints on the screen:** You can get hints throughout the game. Move the cursor to an item and let it stay positioned over it for several seconds (e.g. move the cursor to any part of your character's armor/weapons displayed in the info window to see the attributes of these items). You can likewise receive information on any spell in your spellbook and any item in your backpack.

## Complete Quest

A quest is completed when the objective formulated in the 'Quest objectives' section of the Battle Screen Menu is reached. As you complete a quest, you hear a special sound and have the message 'Mission completed' displayed on the screen.

Now you can use the 'Victory' button in the 'End Quest' Menu. As you press it, the Global map will appear on the screen marking your way to town.

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## Characters and creatures

### Heroes

As you make your way through the game, you will gradually gather a party of heroes to accompany your main character. If any of them die, your mission automatically fails. During quests, heroes develop their weapons skills and their experience will grow. Each hero's backpack is available as you change their equipment to obtain the best possible combination of weapons, armor and magic items. Heroes have the essential ability to pick up and store valuables found during your quests in their backpacks.

### Mercenaries

If you feel that the enemy force might be superior to your own, you can hire mercenaries to aid you. Mercenary attributes are prearranged. As you proceed with the game, new mercenaries will be at your disposal, while the attributes, weapons and armor of your familiar ones will alter between quests (never during a quest).

Mercenaries accompany you during one mission. You must rearrange your agreement with them before each additional mission.

You can hire mercenaries in a town Inn. Each town offers unique mercenaries. For example, you will never encounter a Druid in the capital, and a Mage will never be allowed to enter the Druid Inn.

You should keep in mind that mercenaries are free to turn down your suggestion. Some of them will very likely have weighty reasons to refuse.

### NPCs

Unlike heroes and mercenaries, NPCs are out of the player's control. However, they should not necessarily be considered enemies. Moreover, you can fail your mission instantly by slaying certain NPCs.

Some NPCs may also assist you with valuable information or by handing over a valuable artifact. Others can plead for help... In any case, their company should not be neglected or ignored.

The interactions and relationships between fellow NPCs should also be taken into account. Perhaps some groups just do not get along, and your character may benefit from that fact!

## Monsters

### Demihumans

Some monstrous races, such as ogres, goblins, orcs and trolls, bear distant resemblance to humans. They have dwelled in the lands of Uimoir since time began. Common legend holds that once they had magnificent kingdoms that have long since faded away, leaving no traces behind. The only creatures who managed to preserve some order were the orcs. They dwell in large territories where they have

established laws of their own. Ogres, goblins and trolls have some intelligence, although limited (from the human point of view). They are not always aggressive and can be negotiated with. They use weapons in battle, form organized groups and may even have leaders. The last statement refers mainly to orcs and goblins.

Ogres and trolls prefer solitude, although occasional packs consisting of three or four members can also be found.



**Orcs:** One of the best developed races among man's foes. Before the world was split into pieces, they migrated from place to place, living on raids. The catastrophe made them change their ways, and the remaining tribes settled down. However, they still raid human settlements rather than producing anything on their own. Orcs prefer hot climates and dwell in deserts or dry savanna. They are dangerous enemies, as they possess great might and stamina. Orc warriors are skilled in fighting with bows and scimitars. Orc shamans fight with magic. However, they are generally too slow to have substantial magic abilities, so orc Mages are rare and highly honored among their kin.



**Goblins:** A weak race allied with the orcs, Goblins have the wonderful ability to reproduce under unfavorable conditions. They lead miserable, beastly lives that last only about 20 years, and they prefer to keep close to orc settlements. They might win occasional battles due to their numbers, rather than their strength. Newcomers move too swiftly towards the field of battle for their enemy to cope with them all. Goblins use pikes and slings for weapons. Fortunately, they possess no magic abilities whatsoever.



**Ogres:** These giants possess great might but little brains, although rare species might be capable of talking. Ogres can be found everywhere provided they have sufficient food supplies. They are mostly solitary, although some prefer to live as a family. They fight with awesome clubs and can slay a poorly protected human with one tremendous blow. Another typical feature is their unnatural love for gold. They rob their victims and carry gold and valuables to their lairs.



**Trolls:** They look more like animals than an intelligent monstrous race. They build no homes and wield no weapons, relying exclusively on their tremendous physical power when in battle. They dwell in mountains and foothills, although some hermits can be found in deserts. They are also given to carrying gold and other belongings of their victims with them. Having lived a sufficiently long life, trolls are capable of developing their wits and might even learn human language.



**Succubus:** The origins of these mysterious creatures are vague. Some scientists believe them to be the last remnants of the ancient population of the world, driven away from their dens by the catastrophe. Others consider them to be the result of nasty experiments. Succubus resemble winged women in appearance and are known to be vile and tricky creatures capable of executing limited magical powers. This ability renders them rather dangerous.

## Undead

The corpses of slain people and their spirits can be turned into the undead via magic. Being entirely the product of magic, they fully obey the orders of their creator.



**Spirit:** The spirits of dead creatures can be retained in this world by means of a powerful spell. Spirits can fly over water and mountains. Their speed, however, is less than nearly all other monstrous creatures. The amount of strength and hit points possessed by such spirits depends on the corresponding attributes of the deceased creatures from which they were created.



**Zombie:** A dead body can be partly returned to life to exist as a zombie. A common zombie is not capable of thinking, but he proves to be a useful tool as he never disobeys orders and retains all fighting skills. The most potent Mages can produce thinking and talking zombies. But even these species can never assume the appearance of a living man.



**Skeleton:** This is another undead creature created from a corpse. Skeletons possess no intelligence of their own, but are capable of executing orders and wielding weapons. Some Mages can create Skeleton Mages, which use battle magic per their masters' wishes. They move swiftly due to their light weight.

## Beasts



Beasts fight with their natural weapon of claws, fangs and stingers. They are not organized, but are very aggressive. In the areas of astral magic concentrations, some beasts can change their size and habits.

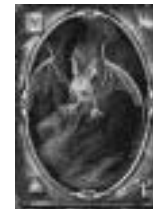
**Bees:** Giant bee hives can be found everywhere. No armor can protect the human body from their poisonous stings.



**Squirrels:** These beasts dwell in woodlands. They keep together in large packs and move very swiftly.



**Bone Snakes:** Bone snakes can grow to the size of a man, and their jaws are studded with sharp teeth. However, they can hardly be viewed as deadly enemies. A man can easily flee them, as they move rather slowly.



**Bats:** These are perilous creatures, especially when neither a bow nor magic is at hand. Their weapon is a high-pitched sound, which penetrates any armor just as well as the stings of the giant bees. They can be found anywhere, and they attack both in groups or alone.



**Turtles:** Despite their low speed, these carnivorous reptiles are dangerous enemies because they are well protected by their shells. They usually dwell by the water.



**Wolves:** Wolves of Yases are colored differently, but this has no special influence on their behavior. They still dwell in woodlands, attack in packs and frequently prey on domestic animals.



**Giant spiders:** These insects dwell mostly in deserts. They are very swift and poisonous.



**Lizards:** Lizards are huge and very dangerous as their scales protect them from weapon attacks. They move very fast and live in packs.

## Dragons



Dragons are very specific creatures. They are by all accounts intelligent, although completely impossible to predict or understand. Some dragons feel friendly toward humans, but most are vicious and extremely tricky. Dragons have a superb natural magical ability, and they wield it with great skill. They prefer to dwell in mountain caves.

*Note: Similar types of dragons differ dramatically in strength, dexterity and wit. The most powerful ones can cast magic spells. The stronger beasts differ from the weaker ones in their skin or scale color.*

## MULTIPLAYER

### General Info

Any game of the series is based on client-server technology. The Server is the part of the program responsible for the multiplayer game as a whole. That means that all game events actually take place on the server. Any participant of the game is a Client. In a single game, the server and the client part of the program are brought together in one computer. A server is necessary for a multiplayer game. One server

supports one multiplayer game.

There are three kinds of multiplayer games:

- **Dedicated server multiplayer:** To use this option, you have to link to the 'www.rageofmages.com' server using your internet browser and obtain a module for the dedicated server game. All necessary information will be delivered with the module.
- **Local Server multiplayer:** One machine is simultaneously running the server and the client. In this case, one computer supports and plays the game at the same time. This requires a lot of resources, as the game speed and performance totally depends on the number of players.
- **Different server multiplayer:** A computer only supports the client using the server run on another machine (e.g. in a local network or Internet multiplayer).



### Enter multiplayer

As you select a multiplayer game from the main menu, you will see the screen where you can either select the prearranged character or create one of your own.

If you want to create a new character, select the 'New character' option and click the 'Accept' button. After that you can create a new character (see 'Create Character' section for details). The new character creation in multiplayer is similar to that of the single player game, except for the following points:

### Select class and gender

You can specify the name of your character and the title of the clan for your character to belong to. In future games, you can change your character's clan, but his name must stay the same.

You can switch between the 'Name' and 'Clan' lines by clicking on the desired line with your left mouse button or by pressing the 'Tab' key. You can also select the color of your character's name and your messages. Type a colon ( :) and a number from 1 to 16 after the title of your clan (color numbers after 16 will be ignored).

### Character creation Screen

You can choose your character's appearance from a great number of portraits using arrows on the right and left side of the portrait.



## Enter the game

After you have created your character, you can press the 'Accept' button. Next, you will see a dialog box where you choose the network protocol you are going to use while playing. The following menu will appear on the screen:

This is the list of available servers and the players participating in each game. You can either join them or create a game of your own.

To join a game which is already in progress, select 'Join'. This command starts the Client on your machine and links you to the selected Server.

The 'Open' option starts both the Server and Client on your computer. This means that you create a game of your own and other players may join you. Now you have to choose a map from the list of available maps and press the 'Accept' button.

## Multiplayer Interface

The multiplayer interface differs from that of the single game.

### Battle Screen multiplayer menu

There are two points distinguishing the multiplayer menu from that of the single player game:

- The 'Load game' option is replaced by the 'Diplomacy' option.
- The 'Victory' option is replaced by 'Change map' option.

### Diplomacy

This option can be selected from the menu or by pressing the 'F3' key. This option regulates your relationships with the other players. You may use the following variations:

- **Enemy:** The enemy is attacked whenever possible.
- **Alliance:** This denotes a friendly relationship. Even if your character is damaged by a blow or spell of an ally, your character will not counterattack until he/she is issued the corresponding command. To attack an ally, you can order your character to 'attack.' Your character's visible terrain is also visible to your ally. Likewise, your ally can use the common sight range of your characters.
- **Watch:** You do not make alliances with any players, but they will be capable of watching your character and all the events within your character's sight range.

- **Silence:** This means that the messages delivered by the player will not be visualized on your screen.

## Change map

You can select any map when there is a game in progress.

## Multiplayer distinctive features

Multiplayer games feature many different locations and the Shop and the Inn are both situated right on the map. You can enter and use them as in the single player game. However, different shops stock different assortment of goods. The supplies in the shops are being set while creating the map. You can also receive quests in the Inn.

### Multiplayer Quests

It is generally assumed that any character entering the multiplayer game is assigned with one and the same quest of wiping out monsters. When a monster has been killed, the character then receives a certain sum of money depending on the level and type of the kill. You can not receive a reward for killing a human enemy unless this was your quest objective.

Character may also receive special quests in the Inn. At the bottom of the Inn screen there are pictogram symbols of various quests. As you choose one of them, you may read the details displayed on the left side of the screen.

Quests may refer to either individual characters or a party. The quest objectives may vary greatly from eliminating a target to protecting it. You can complete these quests alone or in an alliance with other players. The entire reward is given to the player who was assigned the quest.

There are some crucial points that should be always taken into account:

If the objective is to 'destroy' someone, it will be viewed upon as completed, provided that the character has stricken the last blow at the enemy. If there are several enemies, the last blow must be hit at the last enemy.

If someone else has killed the objective, the character should wait until it revives.

If the objective is to deliver an item, the character may get killed during the mission. In this case, the player can restore the game, pick up the item and continue the quest.

## Indicating quest locations

As you are assigned a quest, you are given a reference point, which is usually a building close to your quest objective. This reference allows the quick location of the necessary monster among its kin. The map district of the quest objective is always indicated.

«N-W»

**In the north-west corner**

«N-N-W»

**To the west on the north side**

«N»

**In the center of the north side**

«N-N-E»

**To the east on the north side**

«N-E»

**In the north-east corner**

«W-N-W»

**To the north on the western side**

«C-N-W»

**To the north-west from the center**

«C-N»

**To the north from the center**

«C-N-E»

**To the north-east from the center**

«E-C-E»

**To the north on the east side**

«W»

**In the center of the west side**

«C-W»

**To the west from the center**

«C»

**In the center**

«C-E»

**To the east from the center**

«E»

**In the center of the east side**

«W-S-W»

**To the south on the west side**

«C-S-W»

**To the south-west from the center**

«C-S»

**To the south from the center**

«C-S-E»

**To the south-east from the center**

«E-S-E»

**To the south on the east end**

«S-W»

**In the south-west corner**

«S-S-W»

**To the west on the south side**

«S»

**In the center of the south side**

«S-S-E»

**To the east on the south side**

«S-E»

**In the south-east corner**

Conventional signs of the map districts:

## Death and restoration of character

If your character dies, you can restore the game pressing the 'Spacebar' key. Your character will then reappear near the shop last visited before death. If you did not visit the shop, he will appear on the standard starting position.

Characters lose all belongings when they die, except money. Characters also lose part of their experience and skills with each death, which will then have to be

restored.

## Communication in Multiplayer

In the course of a multiplayer game, you can communicate with other players by means of messages which you type using the keyboard. Your message color will match the one you selected for your character at the beginning. Otherwise, you can use the alternative color system. Press 'Ctrl' + 'C' to make your message color match the contents.

To start typing a message, you need to press the 'Enter' key first. You will see a cursor in the lower left corner of the screen. Then you can use the following options:

- **Type the message:** All the players within a certain distance will receive your message. The distance depends on server settings.
- **Start typing your message with the '=' symbol:** (*without a space after the '='.*) Your message will be available for all the players on the map. You will have to pause before repeating the procedure. The interval duration between messages depends on the server configuration (2 minutes by default).
- **Start your message with typing the '-' symbol and the name of another character:** (*without a space after the '-'.*) This message will only be available to the addressee. You can simplify typing the message in the following way: type the first few letters of the addressee's name and press the 'Tab' key. The name matching the initial letters will be displayed. If there are several matching names, the first one in the list of suitable names will be displayed.

## Exit multiplayer

You can end your session by using the Town Hall. Point the cursor at the Hall and click the left mouse button. Your character will enter the Hall and leave the map. If you use another way of exiting, your character will remain on the map and out of your control for a certain period of time, which might be enough for him/her to get killed and lose part of his/her skills and belongings. You should avoid situations of this kind so you don't lose any valuable skills or items.

## Server

This option allows starting a dedicated server for multiplayer. To use this option, you need to link to the 'www.nival.com' server and obtain a module for the dedicated server multiplayer. The necessary information will be delivered with the module.

## APPENDIX

### *Keyboard controls:*

Esc - menu  
F1 - help menu  
F2 - save game  
F3 - load game (single player) / diplomacy (multiplayer)  
~~ or I - open/close inventory  
Q or B - open/close spellbook  
W - open/close quest log (multiplayer only)  
Spacebar - open/close inventory & spellbook, return to game after death (multiplayer)  
Tab - stats/picture mode in info panel  
Ctrl+O - Smoothing on/off  
Ctrl+H - show health on/off  
Ctrl+L - flying damage on/off  
Ctrl+W - change retreat mode  
Ctrl+F - change formation mode  
Ctrl+N - day/night changes on/off  
Ctrl+U - change autocasting mode  
Ctrl+K - show player names and clans on/off (multiplayer)  
Ctrl+T - network statistic on/off (multiplayer)  
Ctrl+C - switch color pattern of messages (multiplayer)  
Keypad +, Keypad- - change game speed  
M - move  
A - attack  
G - guard  
D - defend  
C - cast  
S - swarm (move & attack)

T - stand ground  
R - retreat  
P - pickup all sacks (for heroes only)  
L - stand still (do not attack anybody)  
E - select all of your mercenaries  
Alt - force move  
Ctrl - force attack/swarm  
Shift - force add/remove unit to selection  
Ctrl+<1..9> - save group selection  
Ctrl+Shift+<1..9> - save group selection (multigroup mode)  
<1..9> - restore group selection  
Alt+<1..9> - restore group selection with screen centering  
Shift+<1..9> - add group to selection  
Ctrl+<F4..F12> - set spell shortcut  
Shift+<F4..F12> - set inventory item shortcut  
<F4..F12> - use spell/item shortcut  
Ctrl+A - select/deselect spell for autocasting  
Enter - send message (multiplayer)  
Backspace - clear all messages  
Alt+F4 - quit game  
Entering messages:  
Backspace - delete left character  
Ctrl+Backspace - delete left word  
Tab - player name tab extension  
Up Arrow - return previous input

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