Might and Magic® IX

PLAYER MANUAL

NEW WORLD COMPUTING®

3DO™

Might and Magic IX

MIGHT AND MAGIC® IX

The 3DO Company
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Redwood City, CA 94063

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WELCOME LETTER FROM JVC

Dear *Might and Magic* **fans,**

If you're an old-time fan of the Might and Magic series, then you're in for a real treat. We've taken your excellent suggestions and used them to make what we think is the best Might and Magic game ever. If you're new to Might and Magic, you are about to take your first step into a world that is filled with fantastical monsters, foreboding dungeons, and legendary heroes.

We've made a lot of new changes that will make this experience as fun a game experience as you've had. We've enhanced the skill system, made the dungeons better, and the monsters smarter. Due to your suggestions, the NPCs you hire will once again be able to fight alongside you in your quests.

We had a great time making Might and Magic, and hope you will have as much fun playing it as we did making it.

Have fun!

Sincerely,

Jon Van Caneghem
Creator and Designer
Might and Magic I–IX

WHAT'S NEW ABOUT MIGHT AND MAGIC IX

Might and Magic veterans are going to immediately notice the amazing improvements and innovative features in this new installment of the award–winning series.

- For the first time ever, players will be presented with a breathtaking truly 3D environment. *Might and Magic IX* utilizes a brand new 3D engine, completely immersing you in the most realistic Might and Magic world yet!

- The new conversation system in *Might and Magic IX* causes the conversations to adjust to events that you have taken part in. NPCs now react accordingly, and the storyline evolves as your party progresses.

- While the new engine is 3D, players should not try to just blaze through the game as if it were a first–person shooter. This is because, while there are fewer enemies and wandering creatures than before, they are now much smarter. Moreover, this time they know you're coming and they won't let you just run by. What's the secret to making a difference? Remember, Turn–based Combat was invented for a reason, and in *Might and Magic IX*, it has a purpose.

- Players are going to enjoy the all–new spellcasting system, which uses spells much like other skills. In previous versions, spells belonged to one specific spell school. Now, casting a Heal spell requires an Elemental skill and Light skill. All magic users can learn the basics of healing. Only the higher level Light Masters and Grandmasters are the ones who wield it with the best results.

INTRODUCTION

Excerpt from "The Encyclopedia Historica" by Isaec Norton

THE HISTORY OF CHEDIAN

The history of Chedian is rough at best, especially prior to the Great Cataclysm. Its original settlers were the Half–Orcs, who did not keep many records because most of their traditions were oral. Unfortunately, after the Great Cataclysm, most of their oral traditions were forgotten. With the introduction of new races, much has changed.

A Brief Note About Time
Time is measured in years After Cataclysm (AC) or years Before Cataclysm (BC), which is the number of years before or since Verhoffin cast the spell that destroyed the old Ursanian Empire.

Dia Clan Era (-500–0 BC)

An Ursanian Empire expeditionary force first discovered Cheh'dian around 500 BC. There are a few brief records from this time documenting some skirmishes with a group of Half–Orcs in a northerly region known as Chadianne. Presumably, this was a misspelling of the Half–Orcish word "Cheh'dian" meaning "Land of the Dia Clan". This misspelling took, however, and evolved to the name we know today as Chedian. Sadly, the traditions and histories of the Chedian Half–Orc settlers have been lost in time due to the deaths of the storytellers in the Great Cataclysm.

The Great Cataclysm (0 BC)

Before 0 BC, Rysh, the continent Chedian lies upon, was a very different place. The Ursanian Empire's hold on the continent was nearly complete. Their area of influence was large, and their ambitions larger. During this period in the Ursanian Empire, its emperors were plagued by suspicion and mistrust. Immediately prior to 200 BC, in a remote province near the center of the Ursanian Empire, a previously unknown sorcerer appeared and constructed a large tower. He used the name Verhoffin, and claimed the tower as a sovereign province independent of the Ursanian Empire. Emperor Ralfor and his successors mounted several unsuccessful campaigns against Verhoffin.

Somewhere near 10 BC, Emperor Trandis assigned an assassin named Nazrim to assassinate Verhoffin. After 10 years and the commissioning of several magical artifacts, Nazrim attempted to end Verhoffin's life. Nazrim failed, and in response to this attempt, Verhoffin climbed to the top of his tower and cast a spell that laid waste to half the Ursanian Empire. For thousands of miles, he wreaked havoc and destroyed land. Earthquakes ripped the surviving cities apart. A giant section of the land surrounding Verhoffin's Tower was torn asunder, forming what is now known as the Verhoffin Sea. Most of the citizens of the Ursanian Empire were left without homes or families. Although the Ursanian Empire would last another 13 years, this event is generally associated with the fall of the Ursanian Empire.

The New Settlers (0 BC–Present)

Of all the regions that were affected by the Great Cataclysm (sometimes called Verhoffin's Cataclysm), Chedian was affected the least. Although its climate and landscape changed, Chedian suffered very little. In other areas, survival was a struggle. Those who were able to followed the sparse food supplies. Eventually those food supplies led to the fertile lands of Chedian. Since the Great Cataclysm, the population of this region grew enormously. At first, the dominant population of Half-Orcs was reluctant to accept the new settlers, but times were rough and any able hand became a welcome hand.

Modern Chedian (521 AC)

Modern Chedian is divided into six major clans, each ruled by their own leader. Known as a Jarl, this leader is autonomous from the other clans, though trade between clans is frequent. Much of the economy of modern Chedian (particularly in Thjorgard) is centered on the trade, refining, and use of a new metal known as Elemental Thjorad. Elemental Thjorad is a metal that is easy to work, and takes well to powerful enchantments. Some of the strongest magical items made in the last 500 years have been made from Elemental Thjorad.

Given the amazing properties of Elemental Thjorad, it is surprising that so few wars have been fought over the possession of it. There have been only a dozen wars in the last 500 years (collectively known as the Thjoradric Wars), and the last one was fought nearly a century ago. With the exception of the Sturmford and Drangheim clans, the Jarls speak often to each other, and work out their disagreements every summer at a festival known as "The Thing".

Most of the daily life in Chedian now centers on the planting seasons and the raiding seasons. There are wealthy towns along the Coast of the Verhoffin Sea, and it is not uncommon to see raiding ships full of soldiers heading toward the rich lands to the south.

THE THJORADRIC WARS

Since the discovery of Elemental Thjorad (somewhere around 100 AC), there have been a number of wars over who controls this valuable resource. The last one was fought in 418 AC between Thjorgard and Thronheim.

About Elemental Thjorad

Elemental Thjorad is a metallic substance that takes to enchantment easily. It is also by nature very heavy. It is only found in the Miner's Gulch region of Thjorgard. It is possible that it might be found elsewhere in the Fenn Mountains (the mountain range encircling the Verhoffin Sea), although the expense it would incur to prospectors makes the concept nearly unfathomable.

The Early Wars (112–200 AC)

The first four Thjoradric wars were fought between rival village chiefs in the region now known as Thjorgard. During this time, a single chief came to prominence. He became known as Bjarnus the Mighty, and in addition to uniting the Thjorgardian clans, he founded the city of Thjorgard (named for the ore that is mined there). His army conquered the last of the Thjorgardian clans, and became known as The Thjorgard Clan. Thjorgard enjoyed peace even after Bjarnus' death…until 238 AC.

The Middle Wars (240–310 AC)

In 238 AC, Hridmir Strawhands, the Jarl of Thjorgard, traveled to Thronheim to meet his prospective bride for the first time. During a game of stones that Hridmir was playing with her older brother Hafgrim, the two began arguing. Hridmir strangled Hafgrim over the game board and promptly left for home. Hafgrim's father, Dain Fasoltssen, was outraged. He demanded Hridmir pay a wergild of 2000 pounds of Elemental Thjorad. Hridmir refused, and Dain invaded Thjorgard.

Thjorgard was under siege for thirty days, until Dain broke through the walls and Hridmir fled. Under Dain's leadership, his army looted

the city of Thjorgard. Houses were burned, shops were looted, and its citizens were held in the grip of fear. Dain held the city for exactly two days until Hridmir's sister Oda arrived and chased his army from Thjorgard. She chased them all the way to Thronheim and laid siege to his city. Dain eventually paid Oda off, and she raised her siege.

Thjorgard and Thronheim had three more wars, and during that time Thronheim was razed at least twice. Eventually, Dain's grandson Leip forced Thjorgard to sign a peace treaty that lasted until 404 AC.

The Late Wars (350–400 AC)

Thronheim was not the only clan interested in the valuable ore known as Elemental Thjorad. Thjorgard was invaded by Frosgard in 350 AC, under the leadership of the Jarl Olaf the Fat. He was bent on conquering all of Chedian under his iron fist. He commissioned a special sword, believing that no one could stop him while he carried a magical weapon known as Jorhgamesh. While his army marched toward battle with the Thjorgardian army, Olaf the Fat wandered off alone. He was beset by highwaymen. They killed him and stole his sword. Without their Jarl, the Frosgardian army was decimated the following day. Most of the survivors were taken as prisoners. The ancestors of those survivors live in Thjorgard to this day.

Several years after the death of Olaf the Fat, a warrior from Sturmford raised an army with the intention of taking Thjorgard by force. He claimed to be the grandson of Sven Bloodaxe, the legendary warrior who was ever victorious in combat. After several attempts to take Thjorgard by sea, he was caught in a storm and drowned when his boat sank.

Not all wars were fought on the battlefield. A rich Thjorgardian merchant tried to buy for himself the Jarlship of Thjorgard. The Jarl at the time, Roderik the Stout, was, by all accounts, a fat slob. He was more interested in enjoying the wealth of his position than in providing for his people. Ragnar used the money he had made from trading in Elemental Thjorad to influence some of the people close to Jarl Roderik. Unfortunately for Ragnar, one of Roderik's confidants exposed the plot, and instead of being the new Jarl, Ragnar found himself on the end of a noose.

The Final War (404–418 AC)

When Thjorgard was forced to sign the peace treaty with Thronheim, Leip required a yearly donation of 1000 pounds of Elemental Thjorad to be paid to the Thronish Jarl. By 400 AC, the Thjoradric industry was in a slump. The Thjoradric miners were barely mining enough Elemental Thjorad to pay off Thronheim. By 404 AC, the people had had enough.

The people of Thjorgard, led by a man named Geitlif Strongpick, deposed their Jarl. They quickly named Geitlif the new Jarl, and he promptly sent a message to Thronheim. They would no longer pay. Thronheim responded by sending an army to lay siege to Thjorgard. Geitlif was prepared for this and used the tunnels that snaked through the mountains of Thjorgard to ambush the Thronish army. After a year of enduring the hit and fade strategies of Geitlif, the Thronish army finally left Thjorgard.

Thjorgard and Thronheim did not stop fighting. They fought off and on for another fourteen years, until they mysteriously stopped in 418 AC. Rumor has it, and this author believes, it was the closure of the mountain pass between Thronheim and Thjorgard that prevented more fighting. Since the end of the last Thjoradric War, nearly a century ago, Thronheim and Thjorgard have become close allies. Several Thronish Jarls have married into the Thjorgardian Jarls' families and vice versa. They have forged a peace that looks to last forever.

ELVISH HISTORY

Elvish Names

Before the Great Cataclysm, all the Elves in Chedian were part of one of thirteen clans. Each clan also had several sub-clans known as Sils. When naming children, the Elves of this era adhered to the following rule:

Given Name de Mother's Name A'Clan Name a'sil

So, an elven female named Ete, who is the daughter of Forbhlaith, who is part of the Dorad clan and the Blackclaw Sil, has a full name of:

Ete de Forbhlaith A'Dorad a'blackclaw

Note the lower case a' for the Sil. Since the Sil is a sub-clan, it is not capitalized. In elvish society, this is known as the Regal Name or Proper Name. It is used only in formal ceremonies and in formal introductions to Elves of other clans. For most everyday introductions, the Elves use the Common Name, composed of the Given Name and the Clan Name. Therefore, the preceding example would be:

Given Name A'Clan or: Ete A'Dorad

Despite the dissolution of the clans and Sils, most Elves still try to follow this paradigm to the best of their ability. There are a few "modern" Elves who have begun to follow the naming conventions of the humans. These Elves usually live in major towns, and often interact with Humans and Dwarves who rarely understand the concept of clans and Sils.

The Elvish Clans

Before the Great Cataclysm, the Elves were separated from other races, and retained their sovereignty as long as they paid their tributes to the Ursanian Empire. The Elves were one of the few groups that did not resist being absorbed into the Ursanian Empire. In fact, there is some evidence that the Elves actually asked to be part of the Ursanian Empire.

Most of the records were written on a special paper known as Cuni. This paper was made from the now extinct Cundis tree. Most of the records themselves were kept in a central location in the elvish lands known as At'rann, the word for "utopia" (literally "Place of Bliss" or "Place of Light", both words being synonymous in elvish tongue). According to the ancient maps, the town known as At'rann was four hundred leagues south of Verhoffin's Tower. Today, this would place it squarely at the bottom of the Verhoffin Sea.

Since At'rann was buried underneath the sea, it is assumed that all of the Historical Cuni have been destroyed. There is some debate, however. Some claim since At'rann was the elvish utopia that it was protected from destruction during the Great Cataclysm, and now currently resides in its entirety under the Verhoffin Sea.

There are those who believe in the existence of the complete written history of the Elves called the Cunic Records. These followers believe they include the fate of all the clans, including a mysterious lost fourteenth clan known as A'Rikdun. Many historians have gone on expeditions to the area believed to be the location of At'rann, and have tried to find evidence of its existence. To date, all these expeditions have returned empty-handed.

Without these records, virtually nothing is known about elvish history, except where their history intersects with the histories of other cultures. Thus, it is known that the elvish clan leader Thrata A'Dorad invited the Ursanian Imperial Guard to set up a garrison in the elvish town of Etendar. It is not known who he was or why he did so. Most of what is known of elvish history is what is spoken on the tongues of the Elves themselves. Much of that is myth related to elvish heroes. Perhaps one of these days, one of the expeditions to the probable location of At'rann will return with pieces of the Cunic Records.

GETTING STARTED

MANUAL CONVENTIONS

This manual assumes that you are using a standard keyboard and two–button mouse and have an understanding of their use. If you do not understand any of the following terms, you might want to take a few moments to review them in your Microsoft Windows tutorial materials.

Click   Right–click   Double–click   Drag   Crosshair

Note that *Might and Magic IX* was designed to be easy to use, so just about every detail of the game is available if you right–click on any object or button.

INSTALLATION

Refer user to the Installation Card and/or to the Read Me file on the CD. To install your copy of *Might and Magic IX* onto your hard drive, please see the enclosed Installation Card and read over the Read Me file on the Install CD.

After the installation is complete, double–click on the Might and Magic IX icon on your desktop or select the Play Might and Magic IX menu option under 3DO/Might and Magic, accessed from the START menu in Windows. After the initial logo screens, you will arrive at the *Might and Magic IX* Main Menu.

QUICK START

The following is a brief summary of the essentials you'll need in order to start playing *Might and Magic IX*. The rest of the manual beyond this chapter goes into more detail on creating characters, Menus, Spells, and other pertinent game information.

CHARACTER CREATION
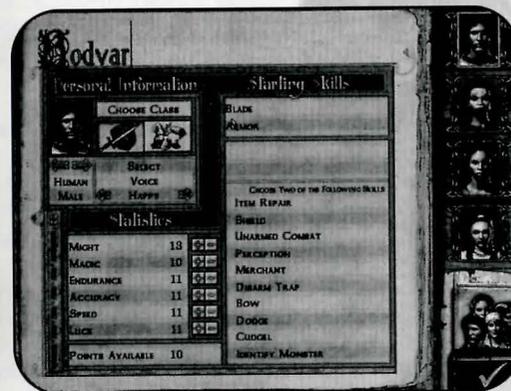
Your first course of action will be to create the four characters in your party. If you would like to just jump right in and start playing,

click on the Accept Party button (the green checkmark) and your party's Statistics and Skills will be chosen for you. Otherwise, you can proceed with the following steps:

1. **Select a Character** – Begin by selecting your first character's Race and Gender. Click on the left and right arrows beneath the Character Portrait to scroll through your female and male character choices: Human, Half-Orc, Elf, and Dwarf. Keep in mind that certain races are biologically better in certain Classes; for example, a Half-Orc is built to be a Fighter due to its innate strength and power, whereas an Elf would make a better Initiate considering its smaller stature and natural Magic ability.

2. **Name** – Each character comes with a name, but you can change it simply by clicking on it and typing in your character's new name.

3. **Class** – Go to the "Choose a Class" box and select either "Fighter" or "Initiate". A Fighter relies on brute force and a weapon, and an Initiate relies on spellcasting to attack enemies or to aid party members. As your characters gain experience and the opportunity to advance their Class, they can become a more specialized Class. A Fighter may choose to become a Crusader, and then potentially either a Ranger or Paladin. An Initiate may advance to Scholar, and then perhaps become either a Mage or Lich. (For more information, go to the "Creating Characters" chapter and see "Classes".) It is suggested that, on your first time through *Might and Magic IX*, you create a party featuring two Fighters and two Initiates.

4. **Voice** – When your character speaks, what will he or she sound like? Click the right and left arrows underneath "Voice" to give your character's voice a recognizable persona.

5. **Stats** – Each character has a list of statistics that you can adjust. Changing these Stats will affect how the character performs in combat. (For more detailed information on each statistic, see "Stats" in the "Creating Characters" chapter.) Some Races are naturally better or worse in certain Stats. For instance, a Half-Orc's Might is very high because the Half-Orc is a big, strong creature. However, due to its large size, its Speed is very slow. Every character gets 10 extra Points to distribute amongst their Stats, so you can compensate for the Half-Orc's slow gait by increasing its Speed Stat. However, keep in mind that some Races have bonuses and penalties for certain Stats, so the Point cost for increasing or decreasing that Stat will be doubled. For example, Dwarves are poor Magic users. Therefore, to increase a Dwarf's Magic Stat by 1 Point, it will cost you 2 Points. Elves, on the other hand, are very accurate, so putting 1 Point into their Accuracy Stat will increase it by 2 Points. If you accept the party as it appears without spending the ability points, these Points will be distributed automatically for you.

6. **Starting Skills** – Choose two Skills from the list of Starting Skills. To find out more about any Skill, right-click on it.

7. **Compare** – When you have chosen all four party members, click on the "Compare" (a picture of four party members) button in the lower-right corner. Use the Compare Screen to see how each party member balances out, then return to each character's screen and make any necessary adjustments.

8. **Accept Party** – Once you've created your party, you're ready to begin! Select the Accept Party button (green check mark) in the lower-right corner.

9. **Equip** – When gameplay begins, press the 'T' key to bring up your Inventory Screen. Select each character's portrait, click on the Inventory Navigation Tab (second tab from the bottom), and drag any weapons or armor each character is carrying onto their body to equip them. You can also simply double-click each item to automatically equip it.

10. **Quick Spells** – Once your Initiates have learned their basic spells, by double-clicking on the Spell Book in the Inventory, select the Spell you would like to have loaded and ready to go for quick casting by clicking on the spell to highlight it, then clicking on "Set Quick" to load it. Whenever you would like to cast the spell, highlight your spellcaster and right-click your mouse.

KEYBOARD COMMANDS

The following Keyboard Commands are the default settings. If you wish to remap any of the following commands, you can do so in the Options Menu under "Keyboard" or press the 'F1' key while on the Adventure Screen.

Mouse Look with Keyboard

W	move forward
Up Arw	move forward
S	move backward
Dwn Arw	move backward
A	sidestep left
D	sidestep right
Rt Arrow	turn right
Lt Arrow	turn left
Left-Shift	run/walk (momentary)
F1	keyboard remap
F5	quick save
F8	screenshot
F9	quick load
1–4	select character
5–7	converse with NPC
X	jump
I	inventory screen
J	journal book
M	map book
B	spell book
Q	quest book
N	notes
R	rest
G	ID monster (momentary)

F	party formation screen
C	crouch
Y	yell
Z	quick reference (momentary)
Tab	cycle through characters
ESC	main menu/return to game
Enter	turn-based mode toggle
Shift D/Delete	delete item from inventory
Shift 1-4	move item in inventory to PC#
Spacebar	activate/use/open
D L–Click	(inventory) equip item
D L–Click	(spell book) cast spell immediately
R–Click (on a menu)	quick info (momentary)
L–Click	range/melee/attack
R–Click (on the Adventure Screen)	spell/range/melee/attack
Shift S	quick sell of inventory in stores
Shift D	delete item in inventory screen
\	toggle the display
Page Up	look up
Page Down	look down

*D L–Click = double left-click

EXPERIENCE AND LEVELING

As your party members encounter and defeat creatures, each character earns Experience Points. When the character is ready to advance to the next level (check the character's Experience Points in the Inventory Screen to find out if they're ready), bring them into one of the six major cities and find a trainer. This costs gold but increases your character's level and earns you valuable skill points!

The character's experience between levels is also represented on the Adventure Screen to the right of the Character Portrait. A vertical yellow line represents the experience earned since the last level trained. When the bar is full, the character can advance to the next level.

OBJECTIVES AND QUESTS

While your party's primary objective is to stop the Beldonian Hordes from conquering Chedian, you can also perform what are known as Promotion and Secondary Quests.

Promotion Quests – These are the quests you need to accomplish in order to promote your characters to their next Class. For example, if you would like to promote a Fighter in your party to the level of Mercenary, you will need to complete a simple quest. It may involve escorting an official's daughter from one city to the next, or perhaps ridding a forest of bandits to protect the innocent.

Secondary Quests – These are small quests that you can go on in order to collect experience and money. These quests are not required to complete the game.

COMBAT

Key/Mouse	Effect
Left-Click	Active Character Attacks Nearby Enemy with Range or Melee Weapon
Right-Click	Cast Quick Spell or use Ranged Weapon, then Melee Weapon
B	Open Spellbook
Enter	Toggles Real Time and Turn-based Modes

Combat is your party's bread and butter; this is where they get the most experience. *Might and Magic* offers two ways to take on your foes.

Real Time Combat

As your characters move through the environment, the game is being played in Real Time mode. This means that the game operates very much like any other first-person adventure; if you face an opponent, it moves and attacks your party as your party attempts to move and attack back. Every action your characters perform takes time to execute; each Character Portrait along the left side of the Adventure Screen has "ready lights" at the lower right of the portrait which darken as the character recovers and prepares to attack again. This means that, during that recovery time, any other enemies within the vicinity may try to join the brawl, or you may find that your foe(s) can attack your party members much more quickly and for more damage than your party has time to react to. If you would prefer to slow combat down and play it with more of an RPG style, try Turn-based Combat.

Turn-based Combat

To activate Turn-based Combat, get as close to the enemy as you dare and press the 'Enter' key. The Turn-based Combat Icon (a hand) appears in the lower-right corner to indicate that you are currently in Turn-based Combat mode. At this point, your party members and the opponent(s) get to act one at a time and in order per round, depending on their Speed and Recovery stats. Party member and opponents that are particularly fast can perform multiple actions in each round. Press the 'TAB' key to skip a character's turn.

Attack and Cast Spells

There are two ways to attack an enemy, with Might or with Magic.

Might

To attack an enemy, place the crosshair over the enemy and left-click the mouse. Each time you left-click and attack, the highlighted party member attacks once.

Magic

If you've used the "Set Quick" option to preload a spell into each spellcaster's inventory, simply right-click the mouse to cast the spell.

GAME MENUS

MAIN MENU

Start Game: Create a new party and begin playing *Might and Magic IX*.

Load Game: Load previously saved games.

Options: Change your Game, Video, Sound or Keyboard Options.

View Intro: View the *Might and Magic IX* Introductory Video.

Credits: Peruse the names of the folks who worked so hard to bring you this fun adventure.

Game Options

Turn Speed: The slider adjusts the speed in which you can turn your party's view when using the keyboard.

Mouse Sensitivity: This slider adjusts the speed of the mouse. Setting this to the right will increase your mouse pointer and mouselook speed.

Always Run: Toggle On and Off the "always running" mode for your party. When set to On, your party's movement will default to the "run" speed. Press the 'SHIFT' key if you want them to walk. Conversely, if it is set to Off, hold down the 'SHIFT' key to make your party run.

Blood Splats: Toggle the blood splats within the game On and Off.

Invert Mouse: Turns the inverted/reversed mouse functions. Use this to flip the mouselook Y–axis.

Head Bob: Toggle On and Off the head bob motion while moving in the game. With this option set to On, your party's view of the world will bob and sway slightly as you move.

Choice of Targeting Crosshairs: Select the appearance of the mouse's targeting crosshair. Choose one of seven different crosshairs.

Video Options

Use this screen to modify any of your display settings, or change the graphic detail levels in the game.

Select Display Adapter: Systems Primary display adapter is always the default.

Force 1 Pass: This enables single pass lightmapping vs. dual–pass light mapping. Single pass is faster at the cost of video quality.

Detailed Textures: Increase the look of surface textures at the cost of performance.

Light Map: Turn off the light mapping if you'd like to increase performance, but keep in mind that it will drop the game's video quality.

Shadows: Toggle shadows On and Off to provide a performance increase.

Trilinear Buffering: Increases the look of objects close–up.

Weapon Impacts: Turn off the effects for weapon impacts in order to increase video performance.

Optimize Surfaces: This enables highly-detailed object surfaces at the cost of computer performance.

Environment Map: This enables reflective objects, but can cause the frame rate to drop. This feature is not recommend for low–end systems.

Sound Options

Individually adjust the Sound Effects, Music and Voice volumes. You can also toggle On and Off the EAX Environment Audio option.

Keyboard

Use this menu to re-map any of the keyboard or mouse commands, or to restore the default settings. For the complete list of the default keyboard commands, see "Keyboard Commands" in the Quick Start chapter.

CREATING CHARACTERS

Once you select "Start Game" from the Main Menu, the Character Creation Screen appears. It is on this screen that you will create your four party members. Each character within the party is a unique individual with different strengths and weaknesses, vocation and skills. You may either click on the check mark at the bottom right to accept the default party or create your own characters.

CHARACTER CREATION SCREEN
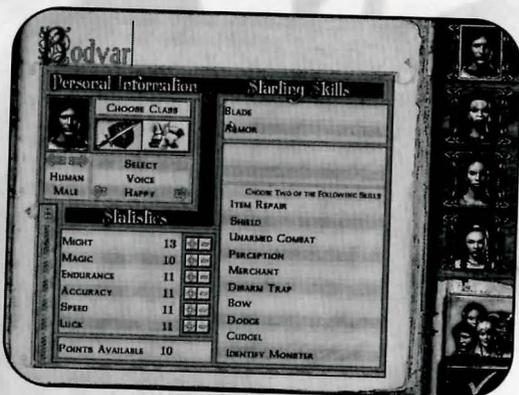
Character Name
Each character comes with a name, but you can change it simply by clicking on it and typing in your character's new name.

Race/Gender
Select a Character Portrait. This not only chooses your character's appearance, but also their race and gender. Click on the left and right arrows beneath the Character Portrait to scroll through your female and male character choices: Human, Half-Orc, Elf, and Dwarf.

Class
Choose a Class. Select either "Fighter" (warrior) or "Initiate" (spellcaster). A Fighter relies on brute force and a weapon, and an Initiate relies on spellcasting to attack enemies or to aid party members.

Voice
When your character speaks, what will he or she sound like? Click the right and left arrows underneath "Voice" to give your character's voice a recognizable persona.

Statistics
Each character has a list of statistics that you can adjust. Changing these Stats will affect how the character performs in combat. (For more detailed information on each statistic, see "Stats" in this chapter.)

Points Available
The Points Available "pool" grants each character an additional 10 points with which to adjust their Stats. As you take points away from a Stat, those points are put back into the Points Available to use on other Stats.

Starting Skills
Choose two Skills from the list of Starting Skills. To find out more about any Skill, right-click on it.

Compare
Compare each character with the other three characters to ensure you have created the best possible party. Return to each character's screen and make any necessary adjustments.

Accept Party
Once you've created your party, you're ready to begin!

ATTRIBUTES

Might

Might is the statistic that represents a character's overall strength, and his or her ability to put that strength where it counts. Characters with a high Might statistic do more damage in combat.

Magic

Magic represents a character's ability to reason and understand complex, abstract concepts. Maximum Spell Points for all spellcasters are based on Magic.

Endurance

Endurance is a measure of a character's physical toughness and durability. A high Endurance gives the character more Hit Points.

Accuracy

Accuracy represents a character's precision and hand–eye coordination. High Accuracy will allow a character to hit monsters more frequently in combat.

Speed

Speed is a measure of how quick a character is and the rate at which the character recovers from attacks.

Luck

Luck has a subtle influence throughout the game, but is most visible in the ability of a character to resist magical attacks and avoid taking (as much) damage from traps.

Hit Points

Hit Points indicate how much damage your character can sustain before falling unconscious or dying. A character is unconscious at 0 Hit Points or less, and dies when his or her Hit Points are reduced to a negative value equal to his or her Endurance stat. All Hit Points are restored after 8 hours of uninterrupted rest.

Armor Class

Armor Class is a measure of how difficult it is for a monster to hit a character. The higher the Armor Class, the better the chance of avoiding an attack.

Spell Points

Spell Points are needed to cast spells. Every spell has a Spell Point cost that is deducted from this statistic when it's cast. Spell Points are restored after 8 hours of uninterrupted rest. Spell Points are also restored by using mana potions.

Condition

Condition shows the worst "effect" your character is suffering, such as poisoned, diseased, or dead. Many conditions can seriously hurt your character's ability to fight or perform other actions. Conditions should be cured as soon as possible.

Quick Spell

The Quick Spell is the spell that will be cast when you right-click during combat. You can set the Quick Spell by opening your spell book and clicking on the spell you want to set, then clicking on the "Set Spell" button.

Level

Level is a measure of the training your character has gone through. A high level contributes to an increase to Hit Points and Spell Points.

Experience

Experience is a simple indicator of your character's overall understanding of the world. With enough Experience Points (and a little gold), you can train your characters in training grounds throughout the land to increase their level and gain skill points to spend on skills.

Melee Bonus

Melee Bonus is the sum of all factors (skills, spells, accuracy, etc.) that influence your character's chance to hit monsters with an equipped hand-to-hand weapon.

Melee Damage

Melee Damage is the sum of all factors (Might, spells, certain weapon skills at expert or master, etc.) that influence the damage your character does with an equipped weapon.

Ranged Bonus

Ranged Bonus is the sum of all factors (skill, spells, accuracy, etc.) that influence your character's chance to hit monsters with any ranged weapon.

Ranged Damage

Ranged Damage is the sum of all factors (spells, weapon bonuses, etc.) that influence the damage your character does with any ranged weapon.

Elemental

Elemental Resistance represents your character's ability to minimize damage taken from Elemental-based attacks. Though a high resistance can greatly reduce Elemental amage, it does not make your character immune.

Light

Light Resistance represents your character's ability to minimize damage taken from Light-based attacks. Though a high resistance can greatly reduce Light damage, it does not make your character immune.

Dark

Dark Resistance represents your character's ability to minimize damage taken from Dark-based attacks. Though a high resistance can greatly reduce Dark damage, it does not make your character immune.

Spirit

Spirit Resistance represents your character's ability to minimize damage taken from Spirit-based attacks. Though a high resistance can greatly reduce Spirit damage, it does not make your character immune.

Physical

Physical Resistance represents your character's ability to minimize damage taken from magically-caused Physical-based attacks. Though a high resistance can greatly reduce physical damage, it does not make your character immune.

Skill Points

Skill Points are awarded whenever your character trains for a new level. You can spend Skill Points on your skills at any time.

RACES

Human

The Humans were the first group of the four major races to nurture an expansionist philosophy. Prior to this, all races pretty much kept to themselves. They were also the first to devote a great deal of time to creating weapons and other technology to destroy things. Their resourcefulness immediately after the Great Cataclysm helped them to become the most prominent race in Chedian.

Humans are equally adept as Fighters or Initiates, and are fairly average across every Stat.

Elf

Before the Great Cataclysm, all the Elves in Chedian were members of one of 13 clans, who usually kept to themselves. Each of these clans had sub-clans known as Sils. Sometime before or during the Great Cataclysm, the 13 clans were scattered to the winds. After the Cataclysm, the clans began intermingling with each other, and other races. The strong clan loyalties they used to have are breaking down. It is not uncommon to see Elves drop their clan or Sil names. There is rumor of another group of Elves who live to the south who belong to a lost 14th clan known as A'Rikdun.

Elves are smaller in stature than Humans or Half-Orcs, and thus have poor Endurance (the cost to raise the Endurance Stat is 2 points per 1 point raised). However, Elves are very skilled in Accuracy (cost to raise Accuracy Stat by 2 points is only 1 point from the Points Available pool).

Dwarf

Dwarves are the second most common race seen in Chedian. After the Great Cataclysm, most of the Dwarves' indigenous culture was destroyed. It has since been assimilated into Human culture. Much of their traditions and skills are still handed down orally, and they still have a predisposition for living and working underground.

Dwarves are stout and strong, and therefore have excellent Endurance (the cost to raise the Endurance Stat by 2 points is 1 point from the Points Available pool). However, they are poor Magic users (the cost to raise the Magic Stat is 2 points per 1 point raised).

Half-Orc

After the Great Cataclysm, all that existed of Half-Orc culture was lost or destroyed. They were led out of the Great Cataclysm by Ekan'dia, of a clan of Half-Orcs known as the Dia clan. Most of the Half-Orcs today have no memories of Ekan'dia, or of any sort of Half-Orc clan distinction.

Half-Orcs are strong in Might, so they make excellent Fighters (the cost to raise the Might Stat by 2 points is 1 point from the Points Available pool). Unfortunately, their sheer size causes them to be fairly slow in Speed (the cost to raise the Speed Stat is 2 points per 1 point raised).

CLASSES (THE PATHS OF MIGHT AND MAGIC)

Each character must begin the game as either a Fighter (a warrior) or an Initiate (a spellcaster). In order to move onto the next Class, talk to various NPCs (non-player characters or computer-controlled characters) around town. Some will tell you about "Promotion Quests". When you accept Promotion Quest, you will be choosing between two Classes that are more specialized. For example, a Fighter may choose to become a Crusader. After completing his first-level Promotion Quest, he can then potentially become either a Ranger or Paladin. An Initiate may advance to Scholar, and then perhaps become either a Mage or Lich.

Remember: Once you have chosen a class, you cannot go back to another!

FIGHTER
(Path of Might)

Mercenary   Crusader

Assassin Gladiator Ranger Paladin

INITIATE
(Path of Magic)

Scholar   Healer

Mage Lich   Priest Druid
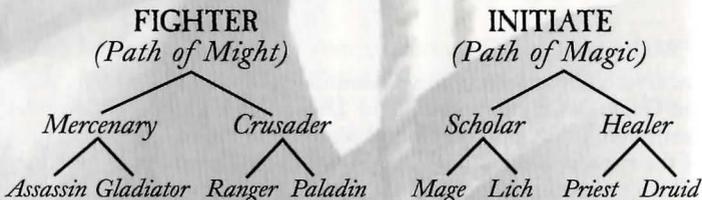
"...As an adventurer, you will face many obstacles, challenges, and quite often, death. As a student of the world, you must make the decision of what your ultimate goal will be. Pay heed, young one, and remember the path, for it is the doom of men that they forget..."

– General Halfdan Bloodaxe

THE PATH OF MIGHT (FIGHTER)

Should you choose the path of Might, you will begin life as a Fighter. Fighters are on the front lines of combat. They employ a variety of weapons to eradicate a foe. As Fighters grow in experience, they will come to their first crossroads, whether to fight for themselves, as Mercenaries, or fight for the good of all as a Crusader.

Mercenary

Mercenaries are professional fighters. They rarely do anything without financial reward tied to the end of it. Do not underestimate them, however, for they have dedicated themselves to studying the art of melee. They have foregone the use of magic in favor of greater skill in arms and armor. As Mercenaries grow in experience, they will again face a choice – whether to specialize as an Assassin, the paid killer of men, or as a Gladiator, for whom fighting is an art.

Gladiator: Gladiators, like Mercenaries, are paid fighters. They are the ultimate evolution of the true warrior. Their skill with weapons is unmatched, and their ability to vanquish foes with single blows heroic. Many legendary sagas have been written about Gladiators.

Assassin: Assassins are men who live in the shadows, always prepared to take the life of any who are doomed to become their target. They are the ghost fighters, who with special skills can strike without being detected, and leave without a trace. Their skill with weapons is second only to the Gladiator. With the addition of the skills only they can use, the Assassin is a formidable opponent.

Crusader

Crusaders are noble fighters who have devoted their lives fighting for justice. As such, they have been granted limited skill in the magical arts. While not as powerful as a trained Scholar or Healer, the magic is a welcome addition to their weapon-bearing abilities. As Crusaders become more skilled, they must eventually face a choice between fighting for the good of mankind as a Paladin, or for the good of nature as a Ranger.

Paladin: Paladins are the defenders of truth and justice for all of mankind. Their bravery and unwavering dedication to what is right and good separates them from the "unworthy". They are experts in the schools of Light and Spirit Magic. Once Paladins find a cause, they are prepared to fight for it to their deaths.

Ranger: Rangers are very similar to Paladins in their thoughts and actions. They believe, however, that mankind can fend for itself; it is nature that requires a champion. Rangers will fight to the death to destroy those who would cause harm to nature. They are experts in Elemental and Spirit Magic.

THE PATH OF MAGIC (INITIATE)

Should you choose the path of Magic, you will begin life as an Initiate. Initiates are poor fighters, but can learn all the schools of magic. Unable to employ the weapons of the Fighter, they rely on magic to vanquish foes. As Initiates grow in experience, they will have to make a choice to specialize as a studious Scholar or a devout Healer.

Scholar

Scholars have devoted much of their time to the study of things past, giving them much insight into events to come. They are experts in Elemental, Light, and Dark Magic. At some point during their studies, Scholars will face a final choice: to continue on and become a Mage or to follow the dark path and discover how to become a Lich.

Mage: The Mage is the ultimate spellcaster. Upon reaching the height of their abilities, they are unequaled in the arts of magic. It is believed the man known as Verhoffin, who caused the Great Cataclysm, was one such mage. While skilled in all schools of magic, their specialties are Elemental and Light Magic.

Lich: Should your choice lead you down the darker path, your goal will be the ultimate transformation that a magical being may pursue – The Lich. Shrouded in mystery, Liches have sacrificed their mortality in exchange for legendary magical skills. As such, they are exceptional users of Elemental and Dark Magic.

Healer

Healers are devoted to caring for the sick and diseased. They are often found in hospitals tending to the ill, or in temples healing worshippers. They are experts in Light, Dark, and Spirit Magic. As Healers develop their magical skills, they will eventually be faced with the choice to become Druids, who serve nature, or Priests, who serve mankind.

Priest: Priests take every opportunity to practice the healing of those who share their devotion. They often travel alongside Crusaders and Paladins, healing the wounds their companions have taken in battle. As such, Priests are known to excel in Light and Spirit Magic.

Druid: Druids concern themselves mainly with the preservation and healing of nature. They are often found in the company of Rangers, or anyone else who will fight to uphold their beliefs. Being intimately connected to their environment, Druids are especially proficient in Elemental and Spirit Magic.

STATS

"Stats" is a role–playing game term short for the word "statistics". These are the features of each character that determine how they will fare during gameplay. Basic Stats are the Stats you create each of the four characters in your party with. These point totals can be adjusted to suit each character's personality, build, and Class needs. Derived Stats are the characteristics that are created from your final Basic Stats.

When you first create each character in your party, the Basic Stats are already filled in with default point totals that suit that character's Race. Then, in addition to each character's Basic Statistics, you have a Points Available pool that grants each character an additional 10 points with which to adjust their Stats. As you adjust each Stat, unassigned points are added back into the Points Available pool.

Some Races have bonuses and penalties for certain Stats, so the point cost for increasing or decreasing that Stat will be doubled. For example, Dwarves are poor Magic users. Therefore, to increase a Dwarf's Magic Stat by 1 point, it will cost you 2 points. Elves, on the other hand, are excellent marksmen, so putting 1 point into their Accuracy will increase it by 2 points.

Let's imagine you are creating a Half–Orc Fighter. A Half–Orc's Basic Stats begin thusly:

Stat	Value
Might	15
Magic	10
Endurance	14
Accuracy	10
Speed	9
Luck	10
Points Available:	10

Things to consider as you adjust the Half–Orc's Stats:

- It is to the Half–Orc's advantage to be strongest in Might, Endurance, and Accuracy.

- Half–Orcs are naturally strong and have an advantage with the Might Stat, so for every point you put into Might, the Might Stat will increase by 2 points.

- The Half–Orc's Speed is naturally slow due to his large size, so it would be a good idea to increase his Speed so he can keep up with the smaller, faster members of the party. Unfortunately, it will cost 2 points from the Points Available pool to increase the Speed Stat by 1 point.

TIP: Because the Half–Orc is a poor magic user and will most likely not be casting any spells, you can take the Half–Orc's Magic Stat, which starts out at 10, down as low as it will go, in this case, 7. This adds 3 more points to Points Available pool.

Putting these facts into consideration, here is a sample Half–Orc whose Magic Stat was reduced to 7, thus adding 3 additional points to the Points Available pool for a total of 13 extra points:

Might	17	Added 1 extra point. The Half–Orc has a Might bonus of +2.
Magic	7	Removed 3 points.
Endurance	15	Added 1 extra point.
Accuracy	12	Added 2 extra points.
Speed	13	Added 8 extra points. The Half–Orc has a Speed penalty of –2.
Luck	11	Added 1 extra point.

Basic Stats

Might: Might is the statistic that represents a character's overall strength, and his or her ability to put that strength where it counts. Characters with a high Might statistic do more damage in combat.

Magic: Magic is the character's ability to cast spells successfully and affects how many spells the character may cast in a day's time.

Endurance: Endurance determines the amount of Hit Points the character has and his or her resistance to certain physical conditions. It is also a measure of the character's physical toughness and durability. A high Endurance gives a character more Hit Points.

Accuracy: Accuracy represents the character's precision and hand–eye coordination. A high Accuracy Stat allows the character to hit monsters more frequently in combat.

Speed: The higher the character's Speed Stat, the better his or her rate at which the character recovers from attacks.

Luck: Luck has a subtle influence throughout the game, but is most visible in the ability of a character to resist magical attacks and avoid taking (as much) damage from traps.

Derived Stats

Hit Points: Hit Points indicate how much damage your character can sustain before falling unconscious or dying. A character is unconscious at 0 Hit Points or less, and dies when his or her Hit Points are reduced to a negative value equal to his or her Endurance Stat. All Hit Points are restored after 8 hours of uninterrupted rest. Hit points recover very slowly over time, but much more quickly if the character rests. Derived from: Endurance

Spell Points: Spell Points are needed to cast spells. Every spell has a Spell Point cost that is deducted from this statistic when it's cast. Spell Points are restored after 8 hours of uninterrupted rest. Derived from: Magic

Armor Class: Armor Class is a measure of how difficult it is for an enemy to hit a character. The higher the Armor Class, the better the chance of avoiding an attack. Derived from: Speed

Resistances: Resistances represents your character's ability to minimize damage taken from spell attacks. Though a high resistance can greatly reduce Elemental damage, it does not make your character immune. Derived from: Awards and quest items earned during gameplay

Experience: Experience is a simple indicator of your character's overall understanding of the world. With enough Experience Points (and a little gold), you can train your characters in training grounds throughout the land to increase their level and gain Skill Points to spend on skills. Derived from: Successful Combat or Successful Quest Competition

Level: Level is a measure of the training your character has gone through. A high level contributes to Hit Points and Spell Points. Derived from: Experience

Skill Points: Skill Points are awarded whenever your character trains for a new level. You can spend Skill Points on your skills at any time. Derived from: Reaching a new level

Other Combat Stats

Attack Bonus: A character's Attack Bonus is the sum of all factors (skills, spells, Accuracy, etc.) that influence your character's chance to hit monsters with a hand-to-hand equipped weapon.

Attack Damage: Attack Damage is the sum of all factors (Might, spells, certain weapon skills at expert or master, etc.) that influence the damage your character does with an equipped weapon.

Ranged Bonus: Ranged Bonus is the sum of all factors (skill, spells, Accuracy, etc.) that influence your character's chance to hit monsters with an equipped bow.

Ranged Damage: Ranged Damage is the sum of all factors (spells, weapon bonuses, etc.) that influence the damage your character does with an equipped bow.

SKILLS

Weapons Skills

Blade: The Blade skill covers all types of blades shorter than 4 feet in length. At Normal level, the skill level is added to the character's Attack Bonus. At Expert level, the recovery penalty for the weapon is halved. At Master level, the skill permits the use of a sword in the sheild hand for the purpose of two-weapon fighting (dual-wielding). At Grandmaster level for the Paladin class, the skill provides an additional +1 bonus to the character's combat total per skill level and a +1 bonus per skill level to the damage the character inflicts upon its target (this bonus only applies to bladed weapons). At Grandmaster level for the Gladiator class, the skill provides a +1 bonus per skill point to the character's Armor Class, and an additional +1 bonus per skill point to the characters combat total (Bonus applies to only bladed weapons). At Grandmaster level for the Assassin class the skill provides a +1 bonus to the character's attack skill for every 3 points of skill when wielding daggers.

Bow: The Bow skill covers both the use of bows and crossbows. At Normal level, the skill level is added to the character's Attack Bonus. At Expert level, the skill level is added to the character's Damage Bonus. At Master skill level, the character's bow fires two arrows during every attack. The Grandmaster skill level allows the character to fire three shots with one attack.

Cudgel: The Cudgel skill covers all kinds of blunt trauma weapons ranging from large clubs to flails. At Normal level, the skill level is added to the character's Attack Bonus. At Expert level, the skill level is added to the character's Damage Bonus. At Master level, the skill stuns the target. The Grandmaster skill level doubles the Attack and Damage Bonus of the character.

Spear: The Spear skill allows the use of bladed pole weapons. At Normal level, the skill level is added to the character's Attack Bonus. At Expert level, the skill level is added to the character's Damage Bonus. At Master level, the skill permits the use of a spear in the left hand for the purpose of two-weapon fighting. At Grandmaster level, the skill provides an additional attack with spears.

Thrown: The Thrown weapons skill covers the use of throwing daggers and axes which are specially balanced to become deadly projectiles. At Normal level, the skill level is added to the character's Attack Bonus. At Expert level, the skill level is added to the character's Damage Bonus. At Master level, the character's recovery time is reduced by half. At Grandmaster level, the character is allowed to attack twice in one turn with their thrown weapon.

Unarmed Combat: Unarmed skill is your ability to use only your hands and feet in combat, no weapons. This skill only works with your hands empty. At Normal level, the skill level is added to the character's Attack Bonus and Damage Bonus. At Expert level, double the skill level is added to the character's Attack Bonus and Damage Bonus. At Master level, triple the skill level is added to the character's Attack and Damage, and the skill level is added to the character's Armor Class. The Grandmaster skill adds an additional attack plus one more attack for every 3 skill points over 10 in Unarmed Combat.

Armor Skills

Armor: The Armor skill covers the use of all kinds of armor. All character classes may wear some type of armor. At Normal level, the skill level is added to the character's Armor Class. At Expert level, the recovery penalty for the armor is halved and some classes may wear Chain or leather armor. At Master level, double the skill level is added to the character's Armor Class and some classes may wear Plate armor. At Grandmaster level, triple the skill level is added to the character's Armor Class and the recovery penalty for armor is eliminated.

Dodge: The Dodge skill can be used only when you are not wearing armor or using a shield. At Normal level, the skill is added to the character's Armor Class. At Expert level, the effect is doubled. At Master level, the effect is tripled. At Grandmaster level, the effect is quintupled.

Shield: The Shield skill directly improves a character's Armor Class while a shield is employed. At Normal level, the skill is added to the character's Armor Class. At Expert level, the Class recovery penalty for using a shield is eliminated. At Master level, double the skill points are added to the character's Armor Class. The Grandmaster skill level allows a shield bash attack that does damage at three times the level of Shield skill.

Magic Skills

Dark: Dark Magic has the most spectacular damaging and creature-controlling spells available. The effects for the four levels of mastery vary from Class to Class.

Light: Light Magic includes some of the most powerful defensive spells, including Healing. The effects for the four levels of mastery vary from Class to Class.

Elemental: Using the powers of the four elements – air, earth, fire, and water, the school of Elemental Magic teaches some of the strongest direct damage spells.

Spirit: Spirit Magic focuses on the soul, mind and spirit of all things; many defensive and healing spells are found in Spirit.

Meditation: The Meditation skill adds Spell Points directly to your character's spell point totals. At Normal level, the skill adds Spell Points. At Expert level, the effect of the skill is doubled. At Master level, the effect of the skill is tripled. The Grandmaster skill level effects vary per Class.

Specialty Skills

Armsmaster: The Armsmaster skill represents the warrior's tricks of the trade in using melee weapons. At Normal level, the skill level is added to the character's Attack Bonus with all melee weapons. At Expert level, the skill level is added to the character's Damage

Bonus with all melee weapons. At Master level, the skill reduces the character's recovery time with all melee weapons. At Grandmaster level, the skill allows a second attack with all melee weapons.

Disarm Trap: The Disarm Trap skill is checked automatically when you open a trapped chest or other container. At Normal level, the skill increases your chance to disarm traps on chests. At Expert level, the effect of the skill is doubled. At Master level, the effect of the skill is tripled. At Grandmaster level, the skill effect is 100% success.

Identify Item: The Identify Item skill is automatically applied when you right–click on an unidentified inventory item. If your character's skill is high enough, the item is identified. At Normal level, there is a chance you will be able to identify the item. At Expert level, the effect is doubled. At Master level, the effect is tripled. At Grandmaster level, the skill effect is 100% success.

Identify Monster: The Identify Monster skill is applied when you right–click on a monster. At Normal level, you learn the monster's Hit Points and Armor Class. At Expert level, you learn the monster's attack type and ability to do damage. At Master level, you learn what spells the monster can cast. At Grandmaster level, you learn the monster's resistances.

Item Repair: The Item Repair skill allows your characters to repair broken equipment. The skill is automatically applied when you right–click on a broken item in your inventory. At Normal level, the skill increases your chances of avoiding traps and noticing treasures. At Expert level, the effect is doubled. At Master level, the effect is tripled. At Grandmaster level, the skill effect is 100% success.

Learning: The Learning skill directly increases the number of Experience Points (EP) a character receives for completing quests or killing monsters. The rate of increase is calculated as follows:

Normal Skill level – Total EP = (EP x Skill level x 10%) + EP
Expert Skill level – Total EP = (EP x Skill level x 20%) + EP
Master Skill level – Total EP = (EP x Skill level x 30%) + EP
Grandmaster Skill level – Total EP = (EP x Skill level x 50%) + EP

Merchant: The Merchant skill helps adjust prices in your favor, whether you are buying or selling. The Normal skill adjusts shop prices in your favor. At Expert level, the character receives double the effect of the skill. At Master level, the character receives triple the effect of skill level. At Grandmaster level, the character buys and sells items at cost.

Perception: The Perception skill gives your characters a chance to notice hidden doors and traps, and to avoid damage from traps when they are triggered. At Normal level, the skill increases your chance to avoid traps and notice treasures. At Expert level, the effect is doubled. At Master level, the effect is tripled. At Grandmaster level, the skill effect is 100% success.

SPELLS

One of the many new features in *Might and Magic IX* is the spellcasting system. In prior versions of the Might and Magic series, spells for each individual school of magic were kept in a spell book. Now, the new dynamic system uses spells much like skills. Spellcasters now gain spells by learning skills. For example, in order to cast a Heal spell, the spellcaster must first obtain the magic skill of Light. All spellcasters can learn the basics of healing, but only Light Masters and Grandmasters can wield it with the best results. In this new spell system, all spellcasters have access to all schools of magic and their spells (except for Crusaders and Rangers, who cannot learn the school of Dark Magic). Therefore, a Lich now has the ability to cast Bless, but with nowhere near the level and ability that a Priest can.

Arms of Earth (Elemental, Spirit): Arms rise up from the earth to entangle the adversary. The higher level the spell, the larger the area covered by it. Be careful! The unwary caster can catch himself in his own trap!

Bless (Light, Spirit): Bless can be used to increase a character's chance to hit his or her target. It also negates an equal–level Curse spell.

Chain Lightning (Elemental, Light): The first lightning bolt discharges electricity from the caster's hand to a single target. It always hits and does 1–8 points of damage per point of skill in Elemental Magic. If there are any monsters within a certain range of the target, they will be hit by an equal amount of electricity.

Column–of–Fire (Elemental, Light): This hugely destructive Column-of-Fire falls from the sky, wreaking great amounts of damage upon the target. The column is usually only large enough to strike one target.

Curse (Dark, Light): Curse is used to decrease the enemy's chance to hit its target.

Dark Grasp (Dark, Spirit): This spell surrounds its target with the power of raw darkness, rendering it unable to fire missile attacks or cast spells. Furthermore, the target's movement is slowed, its Armor Class is reduced and it does reduced damage when striking in melee combat.

Death's Touch (Dark, Spirit): The spellcaster uses his own Spell Points in order to drain the enemy's Hit Points.

Disease (Dark, Elemental): Disease inflicts a condition upon the target, causing continuous damage until cured by a Potion or a spell.

Divine Intervention (Light, Spirit): Once per day, you may call upon the heavens to heal your characters of all damage, restore their Spell Points and remove all adverse conditions. The caster's Spell Points will be nearly drained by this spell.

Elemental Aura (Elemental, Spirit): A field of protection surrounds the party. Any enemies that attack your characters still deal out damage, but receive the same amount of damage they dish out via an elemental force.

Elemental Blast (Elemental, Light): This spell launches a magical attack outward from a targeted enemy.

Elemental Bolt (Elemental, Spirit): Elemental Bolt launches a magical bolt of one of the four elements at the target. The bolt always hits the target.

Elemental Protection (Spirit, Light): Increases your party's resistance to damage inflicted by Elemental Magic by an amount equal to your skill in Spirit Magic. The effect lasts one hour per point of Light skill.

Enchant Item (Elemental, Spirit): When cast, this spell has a chance of imbuing a normal item with magical powers. The chance of success is 10% per point of skill in Spirit Magic.

Enrage (Spirit, Elemental): Enrage causes a single monster to go mad with battle lust, attacking the nearest living creature until the spell wears off or the creature dies.

Eye of Leggib (Dark, Spirit): This is similar to the Wizard Eye spell, except the spellcaster sends a duplicate of himself out into the world to survey the area near him.

Eye of the Storm (Elemental, Spirit, Light): Centered from the party, this spell has an atom bomb concussive effect that could stun or kill everything in the immediate area. Damage is 20 points plus 1 per point of skill in Elemental Magic PER ENEMY! Eye of the Storm can only be cast once per day.

Faith (Light, Spirit): Faith maximizes the damage skills of the character the spellcaster selects.

Fear (Dark, Spirit): When struck by Fear, the targeted enemy is overcome with fright of the spellcaster and must flee. If a creature takes damage while under the influence of this spell, the spell will be broken. Fear will not work on undead creatures.

Feather Fall (Elemental, Light): Feather Fall eases great falls by drastically reducing the weight of the party.

Fleet Foot (Elemental, Spirit): This spell accelerates your party's travel speed, depending upon the level of skill.

Haste (Spirit, Light): Once cast, this spell decreases recovery time of the character it is cast upon, allowing him or her to cast spells and attack faster than ever before. However, the character will be weak once the spell wears off.

Heal (Spirit, Light): Heal cures Hit Points on a single character when cast.

Lloyd's Beacon (Elemental, Light, Spirit): This ultimate teleportation spell requires some planning to use. You must set a beacon before you can use this spell to teleport.

Magic Mine (Elemental, Dark): Magic Mine enables the spellcaster to drop a magically enchanted mine on the ground. The next "being" that walks within 15" of the mine will suffer from the mine's blast once the party has left its radius.

Meteor Shower (Elemental, Light): This spell summons flaming rocks from the sky that fall in a large radius surrounding your chosen foe. Try not to be near the victim when you use this spell. A single meteor does 8 points of damage plus 1 per point of skill in Elemental Magic. This spell only works outdoors.

Natural Armor (Spirit, Elemental): Natural Armor uses the forces of nature to provide additional armor to the character it is cast on, mainly for the use of the Druid. The spellcaster cannot be wearing metal armor.

Pain Reflection (Dark, Spirit): When an enemy hits a character upon which Pain Reflection has been cast, the enemy takes damage as well.

Paralyze (Dark, Elemental): Paralyze temporarily prevents a foe from moving or attacking for the duration of this spell, which is 3 minutes per point of skill in Dark Magic. You are free to attack your helpless target to your heart's content; paralyzed monsters cannot retaliate.

Phantom Fighter (Spirit, Elemental): This spell calls forth a Blade expert in phantom form. When the spell dies out, the phantom takes your weapon as payment for his services. It can only be cast on one-handed, unenchanted blade weapons.

Poison (Elemental, Dark): Once cast, your foe is blasted with poison that does immediate and continual damage until the poison has run its course.

Poison Cloud (Elemental, Dark): A poisonous cloud of noxious gases is formed in front of the spellcaster and moves slowly away from your party.

Power Draw (Spirit, Light): The spellcaster uses Power Draw to "push" Spell Points into a character's damage rating. The number of Spell Points pushed affects the amount of damage modified.

Purify (Light, Elemental): This spell purifies the life forces of the character it is cast upon, removing conditions such as poison, disease, drunk, insane, fear, paralyze, etc.

Regeneration (Light, Elemental): Regeneration enables the character to naturally heal at a faster rate of recovery than normal.

Resist Death (Light, elemental): Resist Death provides the character with extra resistance to Dark Magic.

Resurrection (Light, Elemental): This spell resurrects a character whose body has been destroyed. However, the recovery rate is very slow.

Shared Life (Spirit, Light): Shared Life combines the life force of your characters and redistributes it amongst the entire party as evenly as possible. No individual character is allowed to have more points than his or her maximum total Hit Points.

Souldrinker (Dark, Spirit, Elemental): This horrible spell sucks the life from all creatures in sight, friend or enemy. Souldrinker then transfers that life to your party in much the same fashion as Shared Life.

Sparks (Elemental, Light): Sparks fires small balls of lightning into the world that bounce around until they hit something or dissipate. It is hard to tell where they will go, so this spell is best used in a room crowded with small monsters. Each spark does 2 points plus 1 per point of skill in Elemental Magic.

Spell Reaver (Light, Spirit): This spell dispels magic cast upon living creatures in an area around the party, dependent on the caster's level of skill mastery. Unfortunately, the spell does not remove magic traps from unguarded chests or doors.

Torchlight (Elemental, Light): Torchlight gives the party an aura of light to aid them in dark areas.

Town Portal (Elemental, Light): Linking to the magical properties of ancient altars that can be found in each major city, a spellcaster can call to the altar to bring the caster and his party close to the altar. An inexperienced spellcaster can only call to the nearest altar, but one more experienced can call to the altar of his choosing. There is only one requirement; the altars have been neglected and must be cleansed or repaired in order to work again.

Transfusion (Dark, Spirit): The spellcaster transfers any positive or negative conditions into his or her target, so this spell can be used against a party member OR enemy. The spellcaster must be within melee range.

Turn Undead (Spirit, Light): Turn Undead calls upon the power of heaven to undo the evil magic that extends the lives of the undead. It begins by causing Undead to flee, but at high levels it can cause them great damage. This spell only works on the Undead.

Wizard Eye (Light, Spirit): Wizard Eye brings up the scrying sphere that allows the party to see monsters or treasure in a large area around them. What they see depends upon the mastery of the spellcaster.

Wound (Dark, Spirit): Wound inflicts damage upon an enemy within melee range.

Wrath of Bugs! (Elemental, Spirit): This spell calls forth swarms of attacking insects that confuse the enemy. The target's recovery is slowed. At higher levels of mastery, the target cannot attack efficiently for the duration of the Spell.

MENUS AND GAME SCREENS

ADVENTURE SCREEN

This is the view where all the action takes place! You'll face enemies, explore, and see everything as it is occurring in the game. This is what is meant by "real–time"; time passes in the world around you whether you choose to interact with it or not. To move around the world, use the arrow keys on your keyboard or the 'W', 'S', 'A' and 'D' keys. To look around, move your mouse.

Compass

The compass aids in direction-finding, as well as indicating any active party spells. The gem associated with the compass will change color to yellow when monsters are in the area and red when they are aware of you. It also gives you the time of day.

Character Portraits

The maximum possible number of characters in the party at any time is seven. The first four characters are your party members, and their portraits appear on the left side of the screen. You may also have up to three NPCs that can join or leave the party. Their portraits will always appear along the right side of the Adventure Screen.

Although you have four party members, only one character is active at a time. The active character's Character Portrait is highlighted. You can switch between characters by pressing the 'Tab' key, or press the Number key associated with the character (pressing the 'Number 1' key will highlight the upper-left character and so on). The active character is important because it will be that character's skills and abilities which will be applied to any action performed. Therefore, it is important to remember to highlight the appropriate character before performing an action. If your Dwarf is an Expert in the Merchant skill and you forget to highlight her as the active character before making that purchase in town, it could cost you a pretty penny!

NOTE: You can also press the 'Z' key to see a quick reference of all the characters in your party on one screen (the Quick Info screen).

Health, Magic, Conditions and Spell Effects

Around each portrait is a bar indicating the character's Hit Points (red) and Spell Points (blue). If the character has an active spell or trap affecting him or her, it will be indicated on the character's portrait or in the screen shown by pressing the 'Z' key. To the right of the Character Portrait is a yellow bar that represents the character's progress from one level of experience to the next.

Ready Light

As each character casts a spell or attacks a foe, he or she will need a moment or two to recover before taking another action. This is indicated by the character's Ready Light, which appears in the lower-right corner of his or her Character Portrait. The Ready Light goes red while the character recovers, and green when they are ready to perform another action.

Action Text

Each time something happens to a member of your party, or a character in the party performs an action, a line of Action Text appears at the bottom of the screen.

CHARACTER INFO SCREENS

You can press the 'I' key or click on any Character Portrait in your party to see specific character information. Press the 'Page Up' or 'Page Down' keys to toggle between the tabs, or simply select any of the four tabs to the left of the Character Portraits to switch between information screens. Select any of the four Character Portraits or press the 'Tab' key to switch between characters.

Level, Class, Experience Points: Just above the character name is his or her current Level, Class, and the total amount of Experience Points earned so far. Whenever the character is ready to advance to the next level, the "X/X" text color will change from black to green.

Hit Points, Spell Points: To the right of the character's name are his or her Hit Points (the first-aid icon) and Spell Points (the flask icon). When the character's Hit Points reach 0, they fall unconscious. If his or her Hit Points are reduced to a negative value equal to his or her Endurance Stat, the character is dead. If the Spell Points reach 0, the character must rest or use an Inventory Item before he or she can cast spells again.

Armor Class: The character's Armor Class is indicated on the shield to the upper-left of the Character Body. The Armor Class is a statistic indicating how well protected he or she is. The higher the Armor Class, the harder the character is to damage.

Character Body: Whenever you need to equip your character with armor, weapons or items, place them on the Character Body.

Gold: At the Character Body's feet is the total amount of Gold your party currently carries.

Map: Select this icon in the lower-right corner to open the Map Screen.

Return to Game: When you're ready to resume gameplay, select this icon (a check mark) in the lower-right corner of the screen or press the 'Esc' key.

Statistics Screen (First Tab)

Skills Screen (Second Tab)

Statistics: These are the basic statistics of the character. Spells, Potions, armor, weapons, etc. can affect them. Stats that are affected by a worn item appear in a different color to indicate that the stat is not permanent.

Attack Stats: The Melee Attack and Damage stats represent the attack rating and amount of damage the character's currently wielded melee weapon (bladed weapon, cudgel, spear or their bare hands) will deal out on any enemy. The Ranged Attack and Damage stat indicates the attack rating and the damage amount of the bow currently wielded by the character.

Magic Resistance: This is the list of spell schools and the amount of resistance the character has to each of them. If a Magic Resistance stat is particularly high, the character is less likely to be affected by any spell of that school.

This screen simply breaks down each of the character's skills and his or her current ability to perform each skill. Skills are broken down into four categories: Defensive, Weapon, Magical, and Specialty. Use the extra points in the "Skill Points" box to increase the skill of your choice. To use Skill Points, click on the skill you want to spend the points on. Remember, you gain Skill Points every time your character trains up to another level.

Inventory Screen (Third Tab)
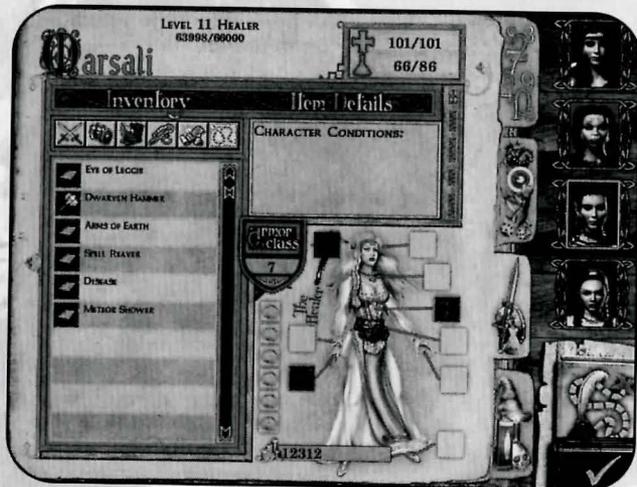
Inventory: This is a list of every item the character carries but is not equipped. Click on each of the icons above if you wish to break down the Inventory list by that icon's category (weapons, armor, treasure, etc.). To equip an item, double–click the item to automatically place it on the Character Body.

Item Details: Select any item in your inventory to see specific information about it in this window. If the item is currently unidentified, the text for the item name will be scrambled and the text itself will be in a different color.

Spells (Fourth Tab)

This screen is only accessible if the selected character is a spellcaster.

Character Spells: This is the character's spellbook. Any spells that he or she has learned automatically appear here. As with the Inventory Screen, you can choose to view only the spells that fall into the category of the icon you select (Offensive, Defensive and Healing). Use the right and left arrows at the center of the screen to scroll through each page of the spellbook.

Set Quick, Quick Spell: The spellcaster can load one spell for quick casting (right–click the mouse) in combat. To set a Quick Spell, highlight the spell in the spellbook and select the "Set Quick" button. The selected spell is loaded when its name appears in the Quick Spell window.

Map Screen
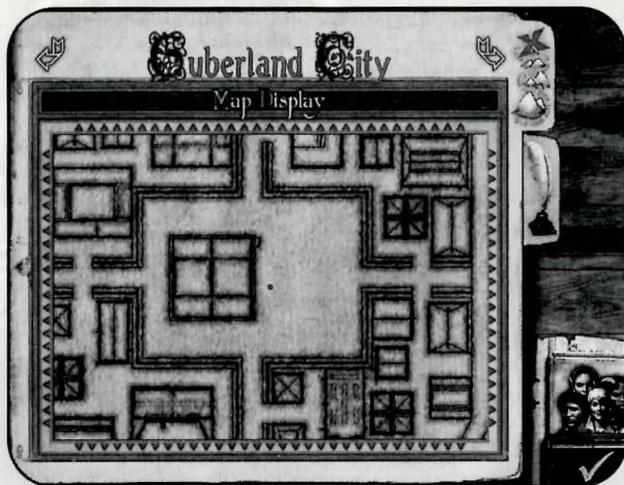
The Map Screen appears when you press the 'M' key, or by selecting the Map button on the Inventory Screen. Your position is indicated by a red dot. All outdoor maps are oriented with north at the bottom of the screen.

Character Information Screen: Select the picture of your party in the lower–right corner to jump to the Character Information Screen.

Return to Game: When you're done with this screen, return to the Adventure Screen by clicking here, or by pressing the 'Esc' key.

Notes Screen Tab: Select this tab on the upper–right side of the Map Screen to jump to the Notes Screen.

Notes Screen
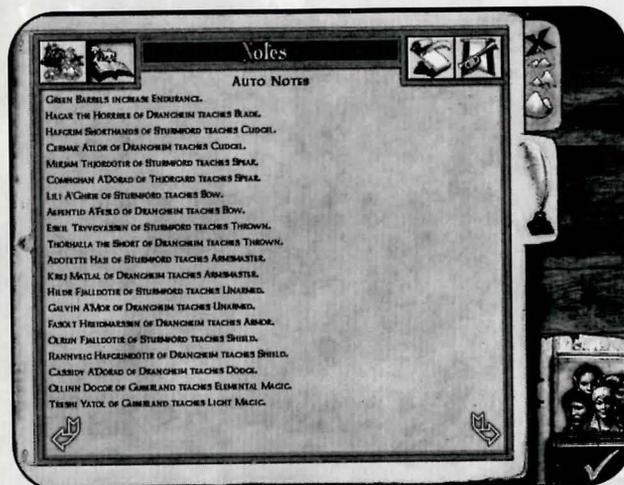
This screen appears when you press the 'N' key, or by clicking on the "Notes" tab of the Map Screen. Large amounts of text can be scrolled through using the arrows or by using the 'Page Up' and 'Page Down' keys.

Quests: Also accessible by pressing the 'Q' key, this is the list of current, unfinished quests.

Auto–notes: Anytime you glean useful information from an NPC, these notes are automatically taken for you. This includes items of interest to the party, hints about where to find things/people, how to complete a quest, who to visit for Promotion leveling, etc.

Journal: These thoughts represent the "story so far".

Awards: Whenever a character has been promoted or has completed a special deed, it is penned here.

Character Information Screen: Select the picture of your party in the lower–right corner to jump to the Character Information Screen.

Return to Game: When you are done with this screen, you can return to the Adventure screen by clicking here, or by hitting the 'Esc' key.

Map Screen Tab: Select this tab on the upper–right side of the Notes Screen to jump to the Map Screen.

Buy/Sell Screen

This screen appears when you select the "Purchase Something" option when speaking with a Merchant.

Merchant's Name: The shopkeeper's name appears above the left column.

Shop: The Merchant's column, otherwise known as the "Shop", lists the entire inventory he or she has for sale. You can also view only the items of specific categories if you wish by selecting any of the category icons at the top of the column (weapons, armor, spells, etc.). For more information on any item, right–click it.

Character Portraits: In the center of the screen are your individual party members. Select each character individually to buy or sell items for them. (TIP: If a character has the Merchant skill, give any items you want to sell to that character first before beginning the transaction.)

Character Inventory: The column on the right represents the current inventory of the active character. This includes everything but items that he or she is wearing.

Party Gold: Beneath the Inventory title bar is your party's gold total.

Buy, Sell: The "shaking hands" icon at the bottom of each column represents your agreement with the Merchant to Buy or Sell the highlighted item in either category. You may also simply double–click any item to automatically Buy or Sell it. Remember, press the 'Shift' and 'S' keys simultaneously to quick sell your inventory.

Buy, Sell Cost: At the bottom of both columns next to the Buy, Sell icon is a gold total. In the Shop column, the amount of gold shown represents how much the Merchant will pay you for the highlighted item in the Character Inventory column. In the Character Inventory column, the amount of gold shown represents how much it will cost your party to buy the item highlighted in the Shop column.

Item Repair: For a price, you can have the Merchant repair a broken item. Click this to toggle the Repair negotiation. Then, click the View Inventory Items icon to find out how much a broken item will cost to repair.

Identify Item: You can also pay the Merchant to identify any unidentified items for you. Click this to toggle the Identify negotiation. Then click the view inventory items icon to find out how much an unidentified item will cost to indentify.

Done: When you are done, select this check mark icon to leave the Shop Screen.

Rest Screen
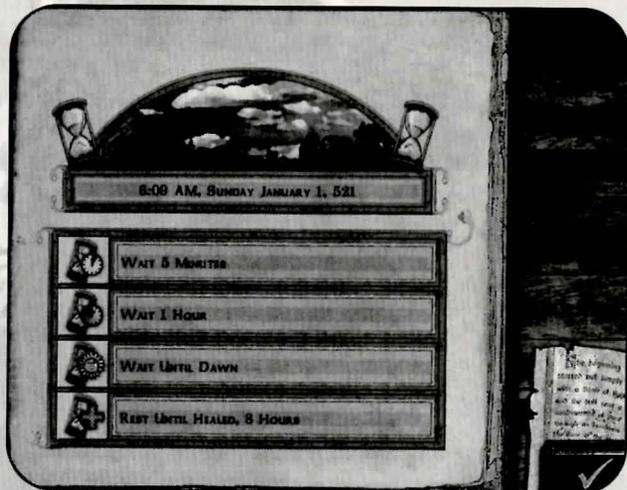
This screen appears when you press the 'R' key.

Rest is very important to the weary adventurer. Without it, Hit Points and Spell Points will regenerate very slowly. Simply select any of the various rest increments and your party will do so accordingly. Remember, if there are hostile creatures in the area, you may be attacked.

Save/Restore Screen

This screen can be accessed through the Main Menu.

Autosave: An Autosave is made when your party moves from one area to another (during the load).

Quicksave: You may quickly save the game at any time by pressing the 'F5' key. You can then also load the last Quicksave by pressing the 'F9' key. Remember, each time you Quicksave, you write over the previous Quicksave.

Empty Slot: These are non–Quicksave slots that you may choose to save in. Simply type the name of your save into the Empty Slot and select Save. Whenever a game is saved, the Game Date, Time, and Location will also be stored to help you remember where you were in the game at the time of the save.

Save, Load, Delete: Use these buttons to save or load the game. You can save at any time by clicking on a used space or Empty Slot. If you choose to overwrite a slot, the game asks if you are sure you want to do that. You can change the name of the slot and hit Save again. If you choose a save slot, and select Load, you will load the game from the selected save point. Delete removes the selected saved game from the list (but not Quicksaves or Autosaves).

EXPLORATION

MOVEMENT AND INTERACTION

Ground Movement

Throughout most of the game, your party will travel on land. You must be careful where you lead your party. Walking off a cliff or into a pit can result in dangerously long falls from which your whole party will likely sustain massive damage. Running jumps can help you across small pits and ledges, and careful movement can help you climb up and down steep hills safely.

Swimming

In the beginning of your adventure, you will find that you're going to have to get a little wet to get from point A to point B. Just jump on in, the water's…well, wet. Swim the same as you move on land: use the mouse to navigate and the arrow keys to move forward, backward, left and right. To get to the surface for air, roll the mouse upward until you see the water surface and the sky, and continue to press and hold the 'Up Arrow' key. You can stay underwater for about 15 seconds before you need to come up for more air, otherwise the entire party will begin to lose Hit Points. Also, keep in mind that water can harbor just as many hostile creatures as land, but you'll be the one at a disadvantage because you need air. If you have to swim, do it quickly!

Ships

Traveling by ship is the only way to reach some areas in the game. Travel destinations vary from day to day, and from port to port.

Rest

Rest is very important to the weary adventurer. Without it, Hit Points and Spell Points will regenerate very slowly. You can rest in varying increments, from five minutes to resting until dawn (eight hours is the minimum required to heal your party). Obviously, the longer you rest, the better your party will feel. However, try to go very long without rest and your characters will suffer the consequences by becoming weary and possibly going insane.

Be sure to have your party rest for at least eight hours a day, and in as safe a place as possible. Wandering creatures have no problem setting their sights on your party for their next meal as you lay sleeping. Your characters know this and will refuse to set up camp when there are hostile creatures nearby.

DEALING WITH OBJECTS

Loose Items

Keep your eyes open as you travel! Adventurers and travelers that have traveled before you have been known to drop various items such as pieces of armor, weapons, equipment, and scrolls! Also, you'll find that vanquished enemies will leave behind whatever they were carrying, such as Potions, scrolls or gold. To pick them up, place the crosshair over the item and press the 'Space' key. They will be automatically added to the active character's inventory.

Chests, Crates and Drawers

You will also come across larger items such as treasure chests, crates and drawers that can frequently be opened. They are also, however, frequently booby-trapped, so it's a good idea to make a character with the Disarm Trap skill the active character before opening one. If a trap is triggered, characters with the Perception skill may avoid some or all of the damage, as may those with the Luck attribute. Once a large item is successfully opened, anything inside is yours.

Buttons and Switches

Regardless of where you travel in Chedian, you will never find a shortage of buttons, switches, levers, and other triggering apparatus. To operate a lever, switch or button, place the crosshair over it and press the 'Space' key.

DOORS

Dungeon Entrances

To enter a cave, fortress, dungeon, or any other form of evil lair, simply walk through the entrance. You will be asked about the certainty of your decision. An affirmative answer will escort your party into the lair, whereas a negative answer will leave your party remaining safely outside.

Interior Doors

A dungeon just wouldn't be a dungeon without some creepy doors placed strategically throughout to impede travel, sight, and to conceal dangerous foes. Placing the crosshair on the door and pressing the 'Space' key causes the active character to attempt to open it. Some doors will be locked, requiring you to find a key or switch to open them. Others may require you to puzzle out the means to operate their locking mechanism.

Town Doors

Doors inside a town are generally safe. These usually represent the entrances to shops, taverns, houses, and other small buildings that can be entered by your party. Open the door by placing the crosshair over it and pressing the 'Space' key. If a door in town is locked, it is probably because the occupant wants to be left alone or the shop is closed. The Perception skill will help show doors that are usable entrances by highlighting them in green.

INTERACTION WITH NPCS (NON-PLAYER CHARACTERS)

Your mission to unite the peoples of Chedian will lead you to meet many people far and wide. Due to the troubled times in Chedian, you may find that many of those you meet will be suspicious, wary, or even downright hostile. Others, however, will be quite friendly and more than willing to help. Some will even offer to help your cause and join your party. Of all the personality types you are likely to encounter, the hostile are the most easily distinguished from a distance; they will attack you on sight (and will be dealt with in the combat section).

Talking

For those creatures that do not attack you first, talking is a good alternative to slaying them. To talk to a creature, move near it, place the crosshair over it, and press the 'Space' key. If they are willing to do so, they will converse with the active character. When you click on a conversation topic, the creature's response will be displayed.

Receiving a Quest

Some of the NPCs you speak with may have information for you; others may even present you with a new quest. Quests are heroic actions to perform, the completion of which often brings rewards of money and/or Experience Points. Typically you complete a quest by finishing the assigned task, and then returning to the person that presented you with the task for your reward. This is not always the case, however, so you would be wise to read the details of each quest carefully, and discussing what must be done to complete it.

Promotion Quests

These are the quests you need to accomplish in order to promote your characters to their next Class. For example, if you would like to promote a Fighter in your party to the level of Mercenary, you will need to complete a simple quest. It may involve escorting an official's daughter from one city to the next, or perhaps ridding a forest of bandits to protect the innocent.

Secondary Quests

These are small quests that you can go on in order to collect experience and money.

Hiring and Firing NPCs

In your travels you will come across NPCs that are interested in fighting alongside you. You may choose to take them up on their offer depending on their strengths, weaknesses, and cost per day. You may hire up to three NPCs in your party.

You can dismiss an NPC from your party by pressing the key relative to his position to bring up his dialog (i.e. pressing the '5' key opens the dialog for the first NPC in your party) and then click on the topic that says "we don't need you anymore".

TOWNS

Towns in Chedian consist of a collection of houses, shops, services, and inhabitants. They typically act as places where your party can learn new skills, buy and sell equipment, obtain quests, receive training and rest. While no place in Chedian is completely safe, towns are usually safe enough to afford a good night's sleep. Additionally, they are a good source of information, services, and shops. To talk to the occupants of homes or use shops and other services, you must enter the building in which they are housed. To enter a building, walk up to it and click on the door.

SHOPS

When you enter a shop, initiate a conversation with the shopkeeper by pressing the 'Space' key. This is usually the person standing behind the counter. Ask him or her to "show you their wares" (or some variation of this topic), and the Shop Screen appears. From here, you can buy or sell items, as well as have the Merchant attempt to identify unknown items and repair broken ones.

Buy Standard or Special Items

Each shop specializes in different items as well as carrying a general inventory of standard items. The items which are available for purchase are shown on the left side of the screen. You can display the items by category using the buttons above the inventory list. When you click on an item on the left, the Merchant will tell you how much it costs. If your active character has the Merchant skill, your party will get a better price. To purchase an item, click the "OK" button. The cost will be automatically deducted from your party's gold. The item will then appear in the active character's inventory.

Display Inventory

You can switch between characters by clicking on their individual Character Portraits (shown in the center of the shop screen) or by pressing the 1 through 4 keys across the top of the keyboard. The active character's current inventory is displayed on the right side of the screen.

Sell

To sell an item to the Merchant, click on it and he or she will tell you how much they are willing to pay for the item. Press the "shaking hands" icon and the item will be taken from your inventory. Its value will automatically be added to your party's gold.

Repair

Any broken items in your inventory appear in red text. To see how much the Merchant will charge to fix the item, click the "Repair Item" button (directly below the Character Portraits) and then click the item. If you agree to the price, press the "shaking hands" icon and the Merchant will fix it for you.

Identify

Any unidentified items in your inventory will appear as scrambled green text. To see how much the Merchant will charge you to identify the item, click the "Identify Item" button (below the Repair button), then click the item. To complete the transaction, click the "shaking hands" button and the Merchant will charge you and x the item in question.

Learn Skills

You can learn skills by buying the "books of knowledge" in a library or by finding "books of knowledge" as treasure during your adventure.

Types of Shops

Here are the Shop Types you'll find:

Weapon Smith
This is where you purchase all the swords, axes and fighting weapons (with the notable exception of wands).

Armor Smith

This is where you purchase all the helms, armor, boots, and Armor Class enhancing items in the game.

Magic Shop

This is the "spell general store" for smaller sized towns and villages. They usually have a few lower level spells from every school of spells.

Bank

This is where you can store gold and items you don't want to carry around with you. These items will be available at any bank in the game after a quest has been completed. When your party dies, gold is taken from the party's "pouch" but not the bank account.

Tavern

This is where you can go to have a drink, pick up on the latest gossip, get a quest or hire an NPC. They have a tendency to be rowdy places after dark.

Apothecary

This is where you can buy Potions, wands, and other magic items. Usually these will be lower-level items.

Temple

This is where you take injured and dead characters to be healed for a price. You can also donate gold to the temple in exchange for the Bless spell.

General Store

This store has a little of everything. It usually only appears in the smaller villages and towns, and contains low-level items, and occasionally, skillbooks.

Dock

This is where you purchase passage to other oceanside towns in Chedian.

Town Hall

This is where you can go to find your way if you are lost.

Library

This is where you go to buy "books of knowledge".

COMBAT

Combat takes place on the Adventure Screen. Characters equipped with bows, throwing weapons or wands may make ranged attacks (attacks with weapons that reach farther than hand–to–hand weapons). Other weapons and bare hands are good for hand–to–hand combat with nearby enemies. To have the active character attack a specific creature, left–click on the creature with the crosshair. Characters may not use bows to make ranged attacks if there are creatures directly in front of the party.

Characters with magical abilities may, of course, cast spells during combat. To cast a character's chosen Quick Spell, right–click with the crosshair on your target. If you don't target a hostile creature with the crosshair, a nearby creature will be targeted automatically. You can also access the active character's spell book by pressing the 'B' key.

Key/Mouse	Effect
Left–Click	Active Character Attacks Nearby Enemy with Range or Melee Weapon
Right–Click	Cast Quick Spell or use Ranged Weapon, then Melee Weapon
B	Open Spellbook
Enter	Toggles Real Time and Turn–based Modes

REAL TIME VS. TURN-BASED COMBAT

Game time moves without pause, or in real time. Each action your characters perform, like casting spells or swinging a sword, takes a certain amount of time to accomplish; this fact is reflected by their Ready Lights (see Adventure Screen), which darken while the characters recover. While a character is recovering, he or she cannot do anything else. Normally, this is not really noticeable, but during combat the effect can be quite pronounced. Attacking creatures may be able to attack more efficiently than the party due to the time it takes you to think, select characters and target attacks.

The game can be put in Turn-based Combat mode by pressing the 'Enter' key. The 'Enter' key toggles between Real Time mode and Turn-based mode. In Turn-based mode, combatants act one at a time and in order, depending on their Speed and Recovery. Combat is divided into rounds lasting a few seconds. Characters and creatures that are particularly fast can perform multiple actions in a round. The game pauses before each character's turn so you can calmly execute its action. Press the 'TAB' key to skip a character's action turn.

At the end of each round, action pauses and you can move your party a short distance using the movement keys. After that, creatures move and then the next round begins. Attack, or press the 'TAB' key to skip the character's turn.

When you are in Turn-based mode, a hand icon appears in the lower-right corner of the screen. The icon changes to reflect the different round phases.

DAMAGE

Your characters receive damage from many sources: combat, spell effects, traps going off, or falling, just to name a few. They may also be affected by other conditions like fatigue or weakness. Ill effects can always be removed by various healing spells or, for a price, at temples.

Physical Wounds: Weapon strikes, explosions, falls and most offensive spells wound characters directly by taking away Hit Points. Physical damage may be healed using various curative spells, potions, or by resting.

Unconsciousness/Death: If a character's Hit Points fall to or below zero, the character becomes unconscious or dies. Unconscious characters are knocked out of action and cannot perform any actions until their Hit Points heal to a positive value. Resting and healing revive unconscious characters. Death results when a character's Hit Points are reduced too far below zero. Dead characters may only be revived using the Resurrection spell or by paying a temple healer to perform the service.

Weakness: Characters become weak from fatigue or hunger. Some attacks and spells can also cause this effect. Weak characters have lowered maximum Hit Points and are less able to perform actions and fight. Weakness can be cured by resting or by the Purify spell.

Poison and Disease: These very similar effects can be caused by traps or certain spell and creature attacks. Both reduce character attributes, reduce their combat efficiency and lower Hit Points over time. They can only be cured at temples with potions, or by casting the Purify spell.

Insanity/Afraid: Some attacks make characters Insane or Afraid. Both of these conditions affect character attributes and may be cured at temples with potions, or by casting the Purify spell.

Cursed: Some spell attacks can curse characters. Cursed character actions fail 50% of the time. The Purify spell takes care of this condition.

Paralyzed: Characters can become frozen by being Paralyzed. If this happens, they cannot perform any actions. These conditions can be cured using the Purify spell.

EXPERIENCE AND ADVANCEMENT

EXPERIENCE POINTS AND LEVELING

As the game progresses, your characters gain more Spell Points and Hit Points, and become better at the skills they possess through level advancement. Characters gain Experience Points for overcoming challenges, notably for killing enemies and for completing quests. When your characters earn enough Experience Points, they qualify to train for the next level at a Training Hall. You can see each character's current level and Experience Points on their Stats Screens. If the character is ready to level, his or her Experience Points appear in a different color and the Experience bar to the right of the characters portrait will be full. A character needs (Experience Points for Current Level) + (Current Level x 1000) to move from one level to the next. For example, a character needs the 3000 experience points for achieving level 3 plus 3000 more experience points for a total experience point value of 6000 to achieve level 4.

A character eligible to train must do so at a Training Hall. Training Halls are located in towns throughout Chedian. They charge a fee for their services, and most have a limit to how far they can train a character.

When a character gains a new level, he or she also receives an increase to maximum Hit Points and Spell Points. What each specific character gains depends on Class, Rank and attribute scores. At early levels (1–9), characters receive 5 Skill Points to spend on advancing the levels of skills they possess. This number increases by 1 every 5 levels thereafter (6 at levels 10–19, 7 at levels 20–29, etc.).

CLASS RANKING

The party can receive special quests in the game called Promotion Quests. Certain people that the party meets will be empowered to grant Class Rank on characters of a particular character Class. Before they do this, they will ask the party to prove its worth by completing a Promotion Quest. Gaining the new Rank increases the number of Spell Points and Hit Points a character receives per level. This will also allow the character to learn new skills and to learn other skills at higher levels of expertise.

MAGIC SYSTEM

SCROLLS AND WANDS

Spells may also be cast from scrolls and wands. Each scroll has one spell written on it and can be used once. To cast a scroll spell, double-click it, or pick it up out of a character's inventory and place it on the Character Body. Wands are loaded with multiple spell charges. A character must equip a wand as his weapon in order to use it. Each time a character attacks with a wand, one of its charges is expended. When a wand's charges are exhausted, it disappears. Scrolls and wands require no particular skill to use.

POTIONS

Characters can drink Potions in order to gain a wide variety of benefits. Potions can be purchased, found, or created. To have a character drink a Potion, pick up a Potion out of a character's inventory and place it on the Character Body or Character Portrait. If it is identified, right–clicking on a Potion will display information about its effects.

CUSTOMER SUPPORT

However you choose to contact us, there are some pieces of information about your computer that we will need in order to help you properly. You can get this information by following these steps: First, right-click on the **My Computer** icon and choose "Properties". On this System Properties screen, you will find the following information that we will need: Computer OS type (Windows version), amount of RAM and CPU type. After you get this information, exit the System Properties screen, then double left-click on the **My Computer** icon. On this screen, right-click on the icon of the hard drive that the game is installed on and choose "Properties". On this screen, you will need to find out the drive's total capacity, and the amount of free space left on the drive.

Website

Visit www.3DO.com/support for late-breaking news and information, answers to Frequently Asked Questions (FAQ's), links to hardware manufacturers' websites, and the latest product updates.

If you want to ask a specific technical question, you can use the online email form available at our website or send mail directly to: customer-support@3DO.com.

Automated Phone/Fax

Call (650) 385-3193, or fax us at (650) 385-3181.

U.S. Mail

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TROUBLESHOOTING

For general troubleshooting tips, see the ReadMe.txt file located on the CD-ROM or in the Start Menu after you have installed the game.

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