

B E T R A Y A L I N

ANTARA™



TEEN
T
AGES 13+



S I E R R A®

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DESIGNER'S INTRODUCTION

I became the designer of Betrayal in Antara in a rather unusual way.

When I arrived at Sierra in 1994, I spent some time familiarizing myself with the company's products. I dabbled a bit with various games, but none hooked me as much as Betrayal at Krondor (BAK). Loading it up at lunch time, I'd wind up playing well into the afternoon before I realized the time had passed. Many evenings I stayed at work past midnight hacking my way through just one more group of enemies. I'd played through all the RPG classics—early Ultimas, Ultima Underworld, Dungeon Master—but the story and combat system in this game set it apart.

One day, during one of those extended lunch breaks, Sierra's CEO Ken Williams swung by to see what I was up to, and so we started talking about BAK and computer RPG's in general. Later, when I saw him in the elevator, I wondered aloud why we hadn't followed up on the game's success.

When I got email from Ken saying simply, "Come see me in my office," I spent the elevator ride wondering where I could send my resume. That turned out to be unnecessary—Ken wanted me to design Sierra's next role playing game.



Aren

William

The result is in your hands. I decided early on not to fix what wasn't broken, and BAK players will find the interface and combat system of Betrayal in Antara familiar. I spent months developing the Antaran Empire in the new world of Ramar, and created the story which forms the framework of this game. Others on the team, notably lead programmer Rikki Cleland-Hura, helped flesh out the details which make the world seem real. The art team labored hard to create Antara's rich visual look, and the programmers have brought it all to life.

Betrayal in Antara is a story-rich game, and that story is on a very human level. Our characters—major and minor—have desires, motivations, and histories which affect the story's events. Take your time exploring the world we've created. There's much to discover which isn't essential to victory, but which illustrates the fascinating details of the Empire and the world around it. We hope this is but the first of many visits you'll be making to Ramar, just as this is Sierra's first step in our return to role playing games.

*Peter Sarrett
Designer*



Kaelyn

Raal

BASIC GAME PLAY

Betrayal in Antara is a first-person game. This means that as you explore the vast world of Ramar, you experience your surroundings as if you were seeing them through the eyes of your characters. In this game, you'll be in control of up to 3 characters at a time, each with a different set of skills and attributes. It's up to you to determine who and what they interact with, and what their actions might be. You'll control this party with your mouse and keyboard.

MOUSE CONTROL

Betrayal in Antara is designed for use with a standard 2-button, PC compatible mouse. The left mouse button is used to interact with the game world. Click the left mouse button (left-click) on a person or object to interact with it. Left-click on a control button or menu item to select it. Right-clicking will bring up helpful information about items and controls within the game. Right-click on an item or a control button to bring up a pop-up window containing information about the item or control.

GETTING STARTED

WINDOWS 95

Before you play *Betrayal in Antara*, you'll need to install the game to your hard drive. To install the game, simply place the first of the game CDs in your CD-ROM drive. If you have the Autoplay option active on your computer, the Setup program will start automatically. If this option is not active, you can start the Setup program by clicking on your Start button, selecting Run, and typing in the letter of your CD-ROM drive, followed by :\\SETUP (if your CD-ROM drive is drive E, you would type E:\\SETUP). Click OK to start the Setup program.

Once the game is installed on your computer, you start it by placing any of the game CDs in your CD-ROM drive. If the Autoplay option is active on your system, you will be asked whether you would like to Play or Uninstall the game. Choose Play, and the game will start automatically. If Autoplay is not active, you can start the game by left-clicking your Start button, selecting Programs, selecting the Sierra program group, and then clicking on *Betrayal in Antara*.

WINDOWS 3.1, WINDOWS FOR WORKGROUPS

Before you play *Betrayal in Antara*, you'll need to install the game to your hard drive. To install the game, simply place the first of the game CDs in your CD-ROM drive. Start the Setup program by clicking on File in the menu bar, selecting Run, and typing in the letter of your CD-ROM drive, followed by :\\SETUP (if your CD-ROM drive is drive E, you would type E:\\SETUP). Click OK to start the Setup program.

Once the game is installed on your computer, you start it by placing any of the game CDs in your CD-ROM drive. Then go to the Sierra program group, and double-click on the *Betrayal in Antara* icon.

MAIN MENU

The first thing you'll see when you start the game is the title screen and introductory sequence. At any point during this sequence, you can press the <Esc> key to move on to the Main Menu screen. This screen allows you to begin a new game or restore a game you previously saved. In addition, it will give you the opportunity to set the difficulty level of the game and to turn several automatic game functions on or off. You may also access this screen while playing, in order to save or restore a game, review plot-revealing sequences, or exit the game.

NEW

This button allows you to start a game of *Betrayal in Antara* at the beginning of the story, with only the basic starting skills and equipment. When you select New, you are asked to choose a player experience level and game difficulty level.

Beginner

Activates auto map annotation, auto spell research, retention of auto combat settings, and auto skill allocation. (See page 7 for details.)

Intermediate

Activates automatic map annotation and automatic skill allocation.

Advanced

Turns all automatic functions off.

The start of the game is the only time you may set the game's difficulty level. Your choice for game difficulty (Easier, Normal, or Harder) will determine the price and availability of items, the number of enemy groups you will have to face in combat, and the strength of each individual enemy. If you're a lifelong die-hard gamer, a combination of expert player level and high difficulty should provide you with that killer challenge you've been searching for!

SAVE

This button is only available if you enter the main Menu while a game is in progress. The Save feature will allow you to store your current location and status so that you can return to that moment in game time whenever you wish.

The Save Game screen contains a small image of the game map with your current location highlighted, a small image of your current view, and a list of all the games you've saved before.

Click the Save button and a text box will appear with the current chapter number. Type in additional descriptive text and click on Done to save the game. If you'd like to overwrite a saved game that you no longer need, click on it, delete the text of the descriptive name, enter a new descriptive name, and press Save. If you'd like to remove a saved game without replacing it with a new one, click on the game you want to remove, then click Delete. Once you are finished with this screen, click Done to return to the Main Menu.

LOAD

This button is used to restore a previously-saved game. The Load screen lists your saved games. Each saved game will be listed under its descriptive name and chapter number. Click on one of these names to produce an image of the view your characters had when the game was saved, plus an image of the game map with your location highlighted. When you've selected the game you wish to restore, click Load and you'll go directly to the Navigation screen. If you would like to remove a saved game, rather than restoring it, select the game, then click Delete and the game will be removed from the list. Click Done to return to the Main Menu.

OPTIONS

This button will let you customize a variety of game options, according to your preference and the speed of your computer. This is only available during an active game.

Step Size

Choose small, medium, or large steps to determine how smooth your party's movement will appear on the screen. The smaller the steps, the slower but smoother the movement. To improve performance on slower systems, choose a larger step size.

Turn Size

Again, choose between small, medium, and large. At the smallest size, your party turns smoothly but slowly. At the largest size, the turning motion is considerably quicker.

Control Panel Locks

With this option "on", the control panel is locked in place instead of automatically moving up when the cursor is moved over the bottom edge of the page.

(Note: The control panel only locks in the Navigation View.)

Control Panel Snaps

With this option "on", the control panel quickly snaps into place when the cursor is moved to the edge of the window instead of slowly sliding into place.

(Note: The control panel scrolls onto the screen from the bottom in the navigation view; the cartographer's drawer scrolls onto the screen from the right in the overhead map.)

Move in Low Resolution

With this option "on", movement in the navigation view will be in lower resolution, snapping back to high resolution when the party stops moving. This allows smoother motion in the 3D world.

(Note: You must stop moving to snap to high resolution before mouse clicks will be detected in the 3D World.)

Go to Next Page

Advances you to next page of options.

Automatic Map Annotation

These options automatically place an annotation seal on the map whenever you encounter the appropriate type of location, object, or person. (Note: NPCs or Non Player Characters may change location in the game. However the annotation that was in the original location will not be deleted. If the party encounters an NPC in multiple locations, you may have multiple annotations for that NPC.)

Automatic Skill Allocation

With this option on, the computer automatically controls the advancement of each character's skills.

Automatic Spell Research

With this option on, the computer automatically researches new spells for your character as he develops enough knowledge and skill to cast them. With this option off, you must manually research new spells.

Retain AutoCombat Settings

With this option on, the game stores your auto combat settings between encounters, so that they remain the same in each future combat.

Previous Page

Takes you to the previous page of options.

Revert

This button resets all the options to the settings that existed when you entered the Options menu.

Done

This button saves your settings and returns you to the Main Menu.

STORY

At the beginning and end of each chapter are non-interactive stories which advance the plot and give you clues about the goals that your characters need to accomplish in the following chapter. From the Review Story screen you can review any storybook that you have already seen in the current game. Storybooks which have not yet occurred are not available. To watch a storybook, simply click on the appropriate button. Once you have finished viewing, click Done to return to the Main Menu. If you wish to stop watching a story sequence that is in progress, press the <Esc> key.

CREDITS

Click on this button to see who made this game possible!

WEBPAGE

This button will take you to the *Betrayal in Antara* Webpage.

CONTINUE

This button is only available if you access the Main Menu while playing the game. Clicking on Continue returns you to the game in progress.

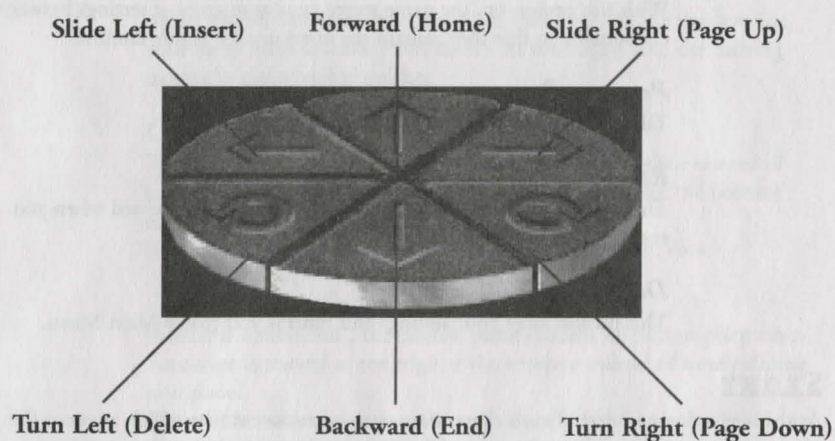
EXIT

This button allows you to exit *Betrayal in Antara*. Before you select Exit, please be certain that you have saved your game. If you exit without saving your game, you will lose your place.

NAVIGATION SCREEN

This screen displays a first-person view from your character's perspective. Click on objects or people to interact with them. Click on doors to knock on the door or enter.

The Movement Palette's functions are used to move in the 3D world. These movement functions are emulated on the keyboard by:



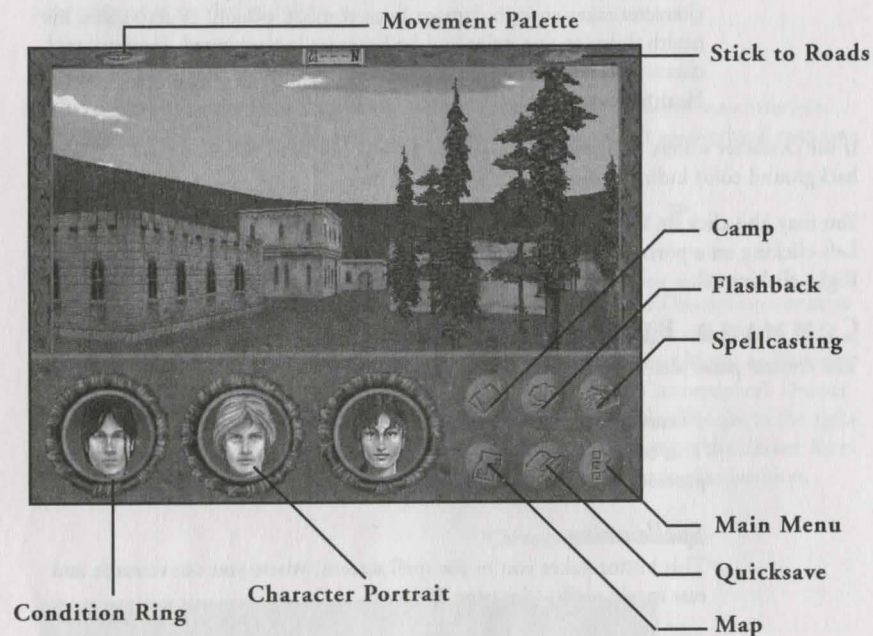
You can also move in the 3D world by using the arrow keys on your keyboard. The up arrow moves your party forward, the down arrow moves you backward, and the right and left arrows turn your party in place.

CONTROL PANEL

When you move your mouse to the bottom of the Navigation screen, the Control Panel slides up. The Control Panel holds a portrait of each character in your party, plus several command buttons.

CHARACTER PORTRAITS

Each of the character portraits is encircled by a condition ring. When the character is at full stamina and health, the ring will be green and unbroken. As a character sustains damage, a portion of the ring darkens, indicating approximately how much of the character's total condition (stamina + health) remains. When the character's condition is at 49 percent, the ring turns yellow, at 19 percent, it turns red.



The background color on the character portrait also gives you more info about the character's health status:

Black

A black background indicates that a character is Healthy.

Green

A green background indicates that a character has been Poisoned. For every hour the character remains poisoned, he or she loses a point of stamina. Once the character runs out of stamina, points of health are lost instead. Unless an antidote can be found, recovery from poison is a slow process.

Yellow

A yellow background indicates that a character is Starving. If the party does not carry enough food for everyone to eat, characters begin to starve. A starving character loses a point of stamina for every hour that

he or she is starving. Once the character runs out of stamina, health points are lost instead. The only way to stop a character from starving is to find food. Once you feed a starving character enough, his status returns to Healthy.

Red

A red background indicates that a character is Incapacitated. If a character takes enough damage from combat, poison, or starvation, his health drops to one point and he becomes incapacitated. Incapacitated characters require considerable care and rest before they return to a Healthy status.

If the character suffers from more than one of these conditions, the character's background color indicates the most dangerous of them.

You may also click on a character's portrait to equip or customize the character. Left-clicking on a portrait takes you to that character's inventory screen. (See page 19.) Right-clicking takes you to the character's skill/status screen. (See page 21.)

COMMAND BUTTONS

The control panel also contains six command buttons.

Flashback

This button takes you to the Flashback screen, where you can replay previous conversations. (See page 26.)

Spellcasting

This button takes you to the spell screens, where you can research and cast magic spells. (See page 30.)

Camp

This button allows you to set up camp and regain your lost health and energy. (See page 14.)

Map

This button takes you to the local and world map screens, allowing you to pinpoint your location and to note the whereabouts of places and things to which you may want to return later. (See page 11.)

Quicksave

This button saves your current game under the default name of "bookmark". Using this feature will automatically overwrite the previous Quicksaved game. It's a great way to buy insurance just before entering a risky battle, but you may want to use the standard Save feature for more permanent saved games. (See page 5.)

Main Menu

This button takes you back to the Main Menu. (See page 5.)

COMPASS AND MOVEMENT PALETTE

At the top of the Navigation screen is a compass wheel. This compass always indicates the direction your party is facing. There are toggle buttons to the left and right of the compass. Left-clicking on the left button toggles the Movement Palette on and off. Left-clicking on the right button locks your party onto the road that you are currently following. With this option active your up arrow will move the party along the road, automatically turning as needed to follow it.

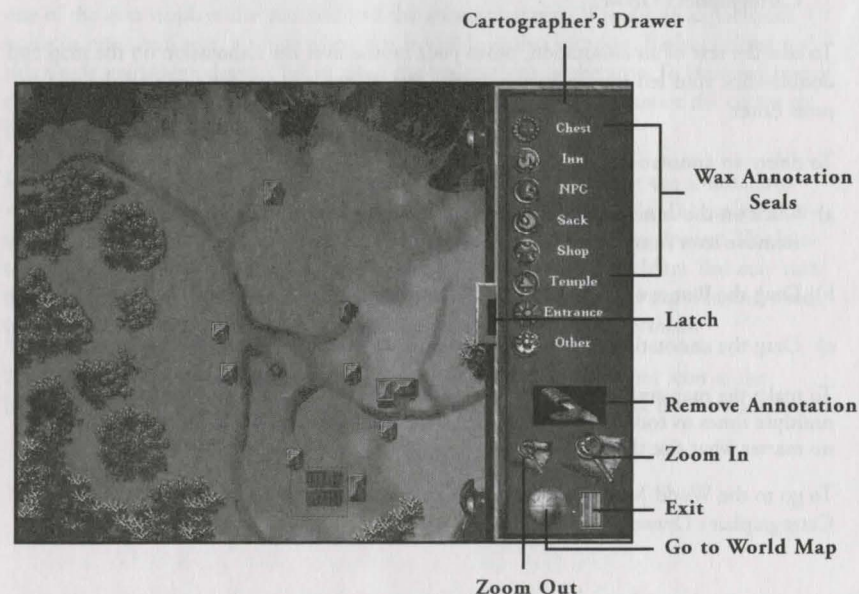
MAPS

When you click on the Map command button you will be taken to the map interface. This interface gives information about the party's location in either an overhead map or a world map.

OVERHEAD MAP

CARTOGRAPHER'S DRAWER

On the right side of the Map window is the Cartographer's Drawer. This drawer contains wax annotation seals that you can use to mark items of interest on the map. It also contains controls to remove seals, zoom in or out, switch between the two Maps, or filter the Map to show only certain types of information. When closed, the Cartographer's Drawer is visible only as a pair of pull-knobs and a lock. When you move your mouse to the right side of the map window, the drawer slides open. The brass latch prevents the drawer from closing. Clicking on it when the drawer is open will lock the drawer in that position.



OVERHEAD MAP

This Map shows the area immediately surrounding your party. You are represented by a red arrow, pointing in the direction that your party is facing. You may move your party through the world more quickly from the Overhead Map than you can in the 3D world. To do this use the arrow keys on your keyboard, but be careful – you may miss important objects by moving in this manner.

To mark locations you may want to revisit, you can use the wax annotation seals available in the Cartographer's Drawer. To mark an item, person, or location that your party has just discovered, left-click on one of the annotation seals and drag it to your party's location on the Map. When you release the mouse button you are requested to enter some descriptive text. Type a short description of the item, person, or location. When you press Enter, the text is accepted and the wax seal that you chose from the drawer is placed on the map. If you have the Auto Annotation option turned on in the game Options, a seal is automatically placed for you each time you encounter a location you may want to revisit later.

To change an annotation's seal you can:

- Remove the old seal and replace it with a new one, or
- Pick up the new seal from the drawer, drag it onto the map, and drop it directly on top of the old seal.
- Select the seal you wish to change by clicking on it, then click on the seal in the Cartographer's Drawer.

To edit the text of an annotation, move your mouse over the annotation on the map and double-click your left mouse button on the seal. When you are done editing the text, press Enter.

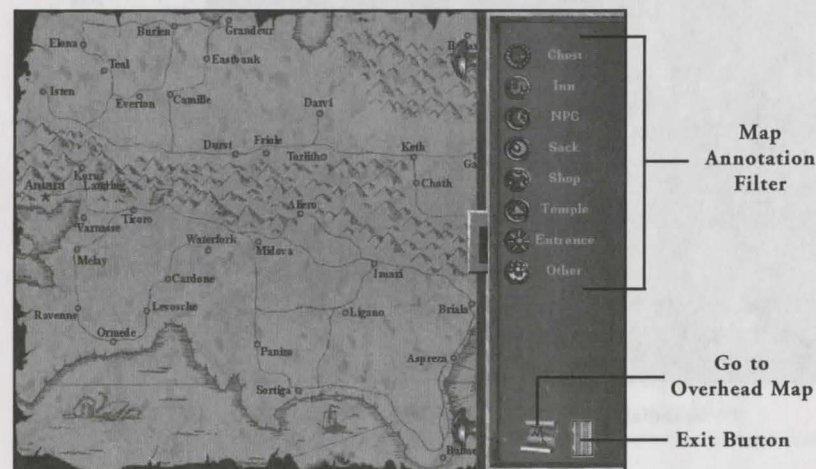
To delete an annotation you can:

- Click on the annotation that you want to remove from the map, then click on the Remove icon from the Cartographer's Drawer.
- Drag the Remove Icon to the annotation that you want to remove from the map.
- Drag the annotation that you want to remove from the map to the Remove Icon.

To make the map smaller or larger, click on the Zoom In or Zoom Out icons. Click multiple times to zoom farther in or out. The annotation seals will remain on the Map no matter what size the Map is.

To go to the World Map view, simply click on the globe icon at the bottom of the Cartographer's Drawer.

WORLD MAP

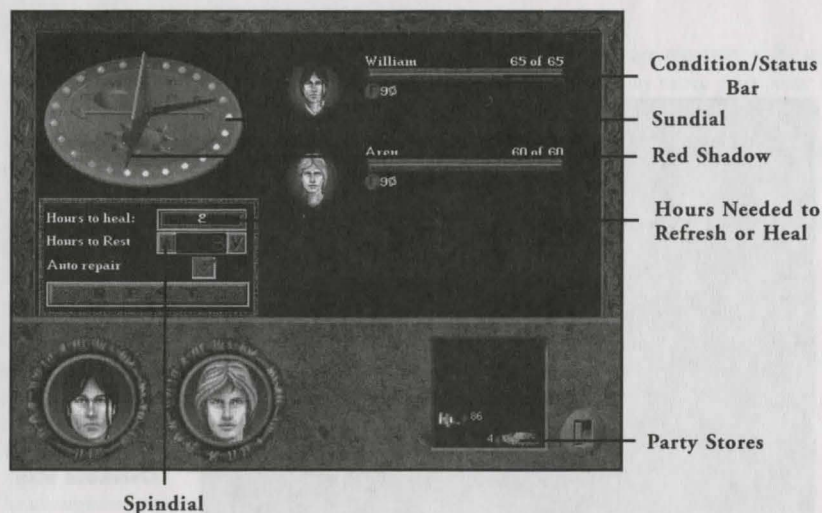


This Map shows your party's location in the world of Ramar and also gives information about your party's current goal.

Annotation seals are visible as colored dots in the World Map view. Right-clicking on one of the dots displays the wax seal and the annotation text. If multiple annotations occur in one small area, a single white dot is visible in that location. Right-clicking on this single marker produces a list of all of the annotations in the area. To view any one of the annotations on the list, hold down the right mouse button and move the cursor to highlight the desired seal.

In the World Map screen, the Cartographer's Drawer is used to filter the annotations which are already on the map. It will not allow you to place new seals. To display a certain type of annotation, simply click on the appropriate button in the drawer. The button will activate, and all annotations of that type will appear on the Map. You may turn the annotations off or on in any combination. If, for example, you're starving and need to find food, you can turn off all annotations except for shops and taverns.

To return to the Overhead Map screen, simply click on the parchment icon at the bottom of the Cartographer's Drawer. To exit the map interface, click on the door icon.



Spindial

RESTING

Adventuring is difficult work. Your characters are going to take damage from enemies, traps, and poisons. In addition, they'll become fatigued if they go too long without sleep. Fortunately, they'll have plenty of chances to rest along the way.

There are two places to rest: under the snug roof of an inn, or camped out in the wilderness. Although inns can be pricey and not always convenient to find, you'll soon discover the benefits of lodging there. An inn is the only place where resting will completely restore your characters' health and stamina.

THE RESTING SCREEN

This screen displays a sundial with several controls, a condition/status bar for each character in your party, and a control panel.

Sundial/Spin Dial

If your party is fatigued or wounded, and requires 24 hours or less to restore their condition, a red shadow indicates the number of hours they need to rest. This number is also indicated on the spin dial. To raise or lower the amount of time you wish to rest, left-click on a gem or use the up or down arrows. To start resting, left-click the Rest button.

(Note: At an inn you can only rest a maximum of 24 hours at a time)

Condition/Status Bar

A condition/status bar is located next to each of the small character portraits. These bars indicate the character's current condition (health+stamina). In addition, small status icons appear below the condition bar if the character is fatigued, poisoned, starving, or incapacitated. Each icon

displays the percentage that the character is affected by that status. Resting raises a character's condition, and lowers the percentage of fatigue, poison, and incapacity. A character continues to lose stamina or health points from starvation even if they are resting.

Hours Needed to Rest/Refresh

This display indicates the number of hours your party needs to rest in order to heal to its fullest condition. If one or more members of your party are starving or poisoned, this display instead lists the number of hours of rest needed to eliminate your party's fatigue so they are fully rested.

(Note: If more than 999 hours of rest are required, the number will be indicated as "999+")

Party Stores

Clicking on this icon takes you to the party's Food and Gold screen, which displays all of the food and gold available to the party. The number next to each indicates the amount remaining in the party's inventory. Every day, each of your characters consumes one ration of food. Characters with the lowest condition eat first. If there isn't enough food, your characters will begin to starve.

Some food is perishable. Perishable food is automatically dropped if it is not eaten before it spoils. Food which is closest to spoiling is consumed first.

Poison

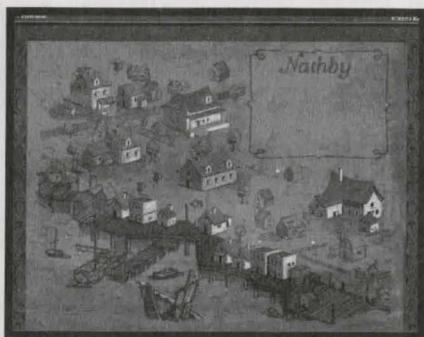
If an antidote is not available, the next best thing for a poisoned character is rest. Characters heal faster from poison when they are resting, and faster still when they are resting indoors.

Repair Equipment

Resting is a good time to attend to any damage that your armor and weaponry might have sustained in combat. Click on a character's portrait in the Control Panel to go to that character's inventory screen. From this screen, you can repair any damaged equipment that the character might have. (See page 21.) If the Auto Repair option is turned on in the game's Resting interface, all the characters will repair their equipment when the party rests, if they a) have damaged equipment and b) have the proper tools available to do the repairs.

LOCATIONS

The Antaran Empire is dotted with cities, farms, taverns, temples, shops, and many other places to obtain supplies, sell items, or simply to take a much-needed break from a long road journey. It is a good idea to take the time to thoroughly explore each area your party passes through. You never know where valuable information or interesting goods might be found.



CITIES

Whether a rural village or a sprawling metropolis, each city will offer your characters an opportunity to re-supply themselves and to seek information. When your party enters a city, you will be taken to a hand-drawn city map. Areas of local interest (shops, taverns, and the like) will be drawn with bolder strokes, and are easily located. Right-click on one of these buildings for a name and description. Left-click to enter the building. Click the Exit button on the city map screen to return to the Navigation screen.



VILLAGES

Villages are different than cities, in that they are encountered as small groups of houses or dwellings. A signpost is posted at the entrance of each village to tell you the name of the town.

HOUSES

There are also many individual houses located throughout the Antaran countryside—homes to farmers and shopkeepers, healers, trappers, crafters, and all the rest of the local populace. You can left-click on a house to knock on or open the door.

Locked

Some houses are locked. Left-clicking on these houses may give you an opportunity to try to pick the lock if the party has lockpicks available.

Abandoned

From time to time, you will encounter abandoned houses. It's a good idea to search these houses, since the departed owners occasionally leave behind small items that may be of some use to your party.

Nobody Home

Some houses are temporarily unoccupied. If the owner is not home, the party can check back later. Sometimes, the owner returns in a different chapter.

Insets

If the owner of the house is home and answers the door, a popup screen appears, describing the conversation they have with your party.

SHOPS

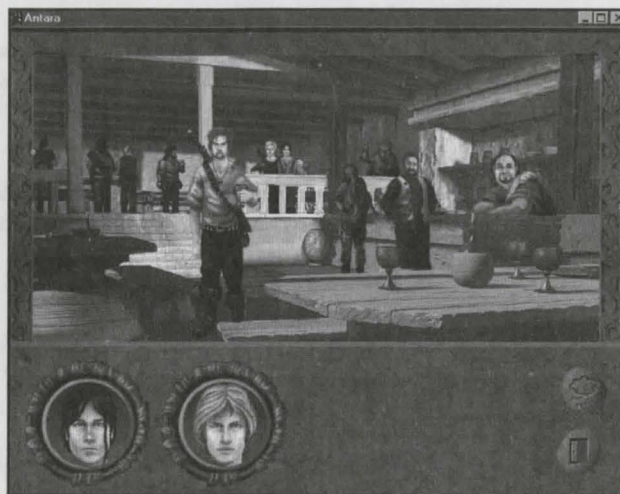
Shops give your characters the opportunity to purchase supplies and to sell any unnecessary equipment that they might have picked up or won in combat. Left-click on a shop to enter it. This will take you to a screen which shows the main room of the shop.

Shopping

Left-click on the shopkeeper to see the items for sale in the shop. This takes you to the Shop Inventory screen. (See Inventory, page 19.) Each of the items pictured in this screen is accompanied by a price. To purchase an item, left-click on it and drag it to one of your character's portraits. When you release it, you are shown the price of the item and asked if you would like to purchase it. Left-click Yes to confirm the purchase, and the item is given to the character. If you would like to sell an item, left-click the portrait of the character who is carrying the item, then drag the item to the shop portrait (the shop portrait occupies the same location as the sack would in a standard inventory screen). If the shopkeeper is interested in the item, you are shown the price that the shop is willing to offer. Left-click Yes to confirm the sale, and the item is added to the shop's inventory. Left-click on the Exit button to return to the main room of the shop. The party's Haggle skill rating will effect the price at which shops will buy or sell them items. (See page 24.)

Items Left by Other Patrons

Browsing customers will put down a package or item that they are carrying in order to get a better look at an item on display in a shop. Sometimes, though rarely, the more forgetful among them may neglect to pick their belongings back up when they leave. It is wise to keep a sharp eye out in shops, since these "lost and found" objects are often useful and never missed by the shopkeeper.



TAVERNS

Taverns are a fine place for your party to prop up their feet, sample the local food, and quaff a cup of wine or ale. Taverns can also be a fine source of valuable information. You can left-click on a tavern door to enter it. This will take you to a screen which shows the inside of the tavern's main room, including the tavernkeep and other patrons.

Barkeep

Left-clicking on a barkeep takes you to the Store Inventory screen. Usually, the only items a barkeep will have for sale are food and spirits. If the barkeep has information for your party, a popup window describes what he or she has to say.

Inns

Some taverns are also inns. If so, there is an innkeeper in the main room. (Sometimes the innkeeper and barkeep are the same person.) Left-click on the innkeeper to ask about renting a room. Left-click on "Yes" to accept the price he gives you and go to the Resting screen. (See page 14.) If, after a night's sleep, your party still needs additional rest in order to heal, you can purchase another night of lodging.

Patrons

After a hard day's work, many of the residents of a town or rural community like to head down to the local tavern for a drink and a chance to chat with their friends. Your party will find that some of the tavern patrons are more than willing to talk with them, and these discussions may prove to be very informative. Left-click on a patron to talk with them. (See page 17.)

Searching

In the crowded common room of a tavern or inn it is often easy to drop and lose small objects. Scanning the floor of a tavern may sometimes reveal an overlooked coin or other easily-dropped item.

TEMPLES

The Temples of the Triune are scattered throughout the Empire, allowing your characters a chance to ask for the blessings of the Empire's three-faced god. Left-click on the temple to enter it and click on the priest or priestess to speak with them.

Kor

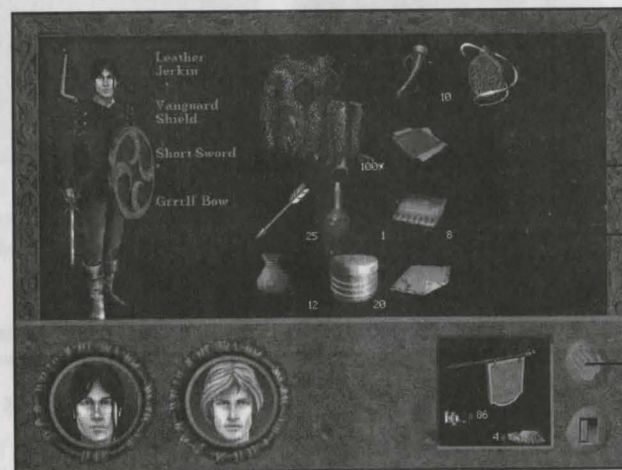
The priests of Kor are familiar with the arts of war. At a temple of Kor, your party will find blessings to strengthen their weaponry, armor, and shields.

Senaedrin

The priestesses of Senaedrin follow a gentler path. It is at the temples of Senaedrin that your party can find healing and relief from poisons.

Henne

The priests and priestesses of Henne can grant your party the Travelers' Blessing, which brings them protection along the road and speeds the miles along with unexpected ease.



Item Condition

Number of Uses

Use Button

INVENTORY

This screen is divided into three major areas: the inventory area, which displays all of the items a character is carrying, the mannequin, which displays the item a character is wearing or using, and the control panel.

EXAMINING ITEMS

The inventory area displays an image of each item a character is carrying. Larger items take up more space in the inventory. A character can only pick up and carry as many items as will fit in this space. Next to many items is a number or percentage. A number represents either the amount of items carried (in the case of bundled items, such as arrows or potions), or the number of uses the item has left (in the case of limited-use items such as beeswax or whetstones). A percentage indicates the condition of the item — the lower the percentage, the more damaged or flawed the item. Right-click on an item to receive a more detailed description of it.

EQUIPPING/UNEQUIPPING ITEMS

The mannequin is located on the far left side of the screen. To equip an item, left-click it and drag it to the mannequin. A box appears to the right of the mannequin, containing the name of the item, its condition or number of uses, and any modifiers currently affecting it (blessings, anti-flame treatment, etc). If a similar item is already equipped, such as another sword, the new item replaces it and the old item goes to the main inventory area.

To unequip an item, left-click either on the box describing the item or on the item's image on the mannequin, and drag it to the inventory area. Please note that you cannot simply unequip a weapon or armor. You must replace it with another weapon or armor.

CONTROL PANEL

The Control Panel contains a portrait of each character in the party and an icon for an additional inventory area (such as a shop, if you access a character's inventory while shopping), or an icon of a sack. There are also buttons to use a selected item, go to the Party Stores screen, or exit the Inventory screen.

INVENTORY PORTRAITS

To go to a particular character's Inventory screen, left-click on that character's portrait in the Control Panel. To transfer an item from the current character's inventory to another character, left-click on the item and drag it to that character's portrait. If it is a bundled item, you are prompted to specify how many of the item you wish to transfer. If you attempt to transfer a currently-equipped weapon or armor to another character, it is automatically swapped with that character's currently-equipped weapon or armor, unless they do not have a similar item equipped.

SACKS

To drop an item to make room in your inventory area, left-click on the item and drag it to the Sack icon. Your character places it in a sack and leaves it on the ground. You may come back for it later, but do remember that sacks are highly visible and might not be there when you return. This option is only available when you access your inventory from the Navigation screen.

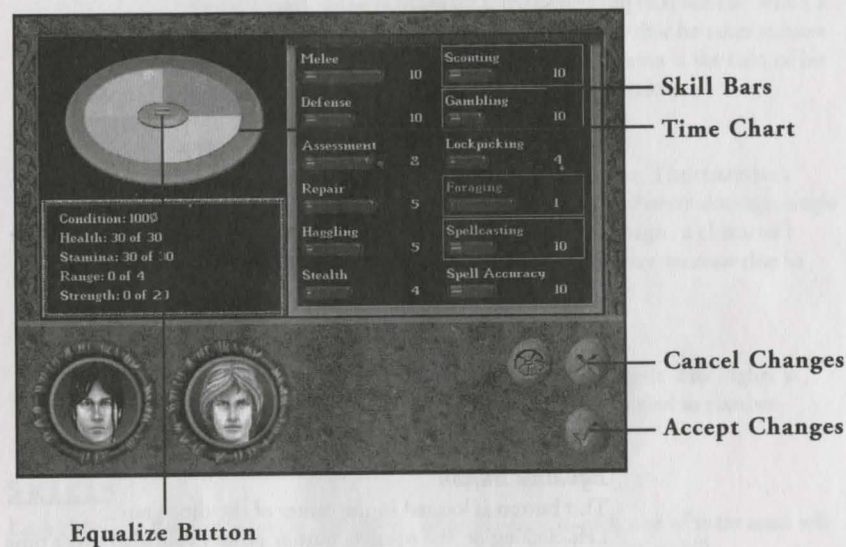
PARTY STORES

This button takes you to the party's communal inventory. These are items which are car-

ried by the party rather than by certain individuals. All of the party's food and money is displayed on this screen.

USING ITEMS

To use one item on another item, such as beeswax to repair a bow or an anti-flame item to protect armor, left-click the item and drag it to the item you wish to use it on. To use a weapon, armor, or shield, drag it to the mannequin. To use any other item on the character who is carrying it, double-click the item. To give an item to an NPC (Non Player Character), drag the item to the NPC's inventory portrait in the lower right hand corner. To use an inventory item on an object in the 3D world, click on the item, click the Use symbol, and then click the sword cursor on the 3D world object.



SKILLS AND CONDITION

Right-clicking on a character portrait in the Control Panel takes you to that character's Skills screen.

SKILL BARS

Each of these bars represents one of the skills that a character can learn. The outer bar shows the maximum experience the character can achieve in that skill in the current chapter. The inner bar shows the character's current experience, which is also shown numerically to the right of the bar.

IMPROVING SKILLS

Your characters can improve their experience levels in certain skills by allocating time for training in and studying those skills. Spellcasting skills advance only by studying them. Other skills increase through use, but studying also makes them increase faster.

Time Chart

On the left side of the Skills screen is the Time Chart. This chart shows the proportional amount of study time allocated to each skill.

Adding/Removing Skills

To select a skill to study, left-click on one of the skill bars. This highlights the bar and changes its color. It also causes a wedge of the same color to appear in the Time Chart. Left-click on another skill to highlight it in a different color and add it to the graph. Up to five skills may be studied at any one time. To remove a skill from the graph, left-click on the skill bar to de-select it.

Changing Allocated Time

Each wedge represents the percentage of the character's spare time being devoted to the corresponding skill. This percentage can be increased or decreased as needed.

Dragging a Line

Left-click on one of the lines in the pie graph and drag it to increase the size of one wedge and decrease the size of the adjoining wedge or wedges.

Dragging a Wedge

Left-click on the body of one of the wedges and drag it to increase the size of the wedge on one side of it and decrease the size of the wedge on the other side. The size of the wedge being dragged remains the same.

Equalize Button

This button is located in the center of the time graph. Left-clicking on the equalize button divides your character's time equally among all selected skills.

Law of Diminishing Returns

The more time you allocate to studying a skill, the less effective additional study time becomes. Therefore, though allocating all of your time to a single skill causes that one single skill to improve faster, you actually get more total benefit by dividing that time among multiple skills.

CONDITION DISPLAY

This display is located beneath the Time Chart. It shows your current and total ratings for condition, stamina, health, range, and strength.

RATINGS

These are your character's natural attributes. Unlike skills, your party cannot specifically train to raise these ratings. As your characters continue in their quests, however, the lengths to which they push themselves to survive combats and overcome obstacles might just cause these attribute ratings to become higher on their own.

Stamina

This attribute's total represents a character's endurance. When a character takes damage from an enemy, poison, or starvation, his or her stamina is temporarily reduced. Casting a spell also reduces stamina.

Health

The total Health value is based on a character's physical fitness. When a character's stamina drops to 0, any further damage that he takes reduces his health temporarily. A character's current Condition is the sum of his stamina and health expressed as a percentage of maximum.

Range

This attribute describes a character's movement rate. The character's Range rating determines how many spaces they can move during a single turn in combat. (See Combat, page 33.) Barring magic, a character's range stat will not increase during the game, but may decrease due to condition.

Strength

Strength is a measure of a character's physical strength. The higher a character's strength value, the more damage he can deal in combat. Condition can also effect strength.

SKILLS

Each character has a set of skills. Their level of proficiency in each one of these areas will depend on the amount of time that they have put into developing that skill.

Melee

Use of hand-held weapons. This skill affects a character's chance of hitting an opponent in combat.

Defense

Defensive, dodging, and blocking ability. This skill helps a character to avoid an enemy's blows in combat.

Archery

Use of ranged weapons. This skill represents a character's ability at using a bow to hit a target at range. This skill is not available to staff-wielding characters.

Assessment

Ability to size up the opposition. This skill helps a character to determine an enemy's stats and condition in combat.

Repair

Equipment maintenance. This skill allows a character to repair worn or damaged weaponry and armor.

Haggling

Negotiating skill. This ability affects a character's chance at obtaining a better price when buying or selling goods. This skill is applied every time a party member buys or sells an item at a shop. If there is an increase in a party member's haggle skill while in a shop, the prices in the shop will decrease while the party is still in the shop.

Stealth

Ability to move silently and hide in shadows. This skill increases a character's chance of surprising opponents.

Scouting

Wariness, alertness, and tracking. This skill gives a character a chance at detecting and avoiding ambushes and traps. Also affects a character's ability to detect trapped chests.

Gambling

Understanding of probability and ability to bluff. This helps a character to surmise or gain information which will allow them to win when gambling.

Lockpicking

Knowledge of locks. This skill affects a character's chance of picking locked doors or disarming traps.

Foraging

Ability to find and excavate minerals. This skill allows a character with a pickaxe to locate and extract gems from caves and tunnels. Also ability to catch fish. This skill allows a character with a fishing pole to catch fish.

Spellcasting

Ability to manipulate magical energy. Not everyone has the natural ability to become a spellcaster. The amount of time allocated to this skill is further divided amongst different spell skills. (See page 30.)

Spell Accuracy

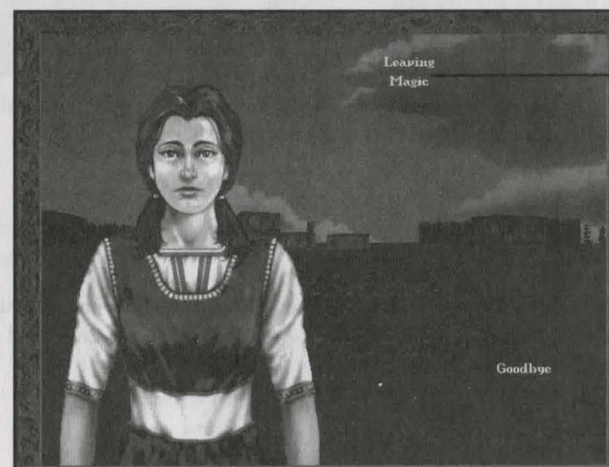
Ability to direct magical energy with precision. This skill affects a character's chance of hitting a target with ranged spells. In a spellcasting character, this skill replaces the Archery skill. Non-spellcasting characters will not have this skill.

ACCESSING SPELL SKILLS

If a character has spellcasting ability, his Control Panel contains an extra icon. This button takes you to the Spell Skills screen. The Spell Skills screen is nearly identical to the Skills screen, but lists only the character's currently-known spell skills. Just as in the Skills screen, you can choose to study up to 5 spell skills at a time. Click on the Normal Skills button to return to the standard Skills screen. Click on the Cast Spell button to go to the Spell Casting screen. Left-click on the Create Spell button to go to the Spell Research screen.

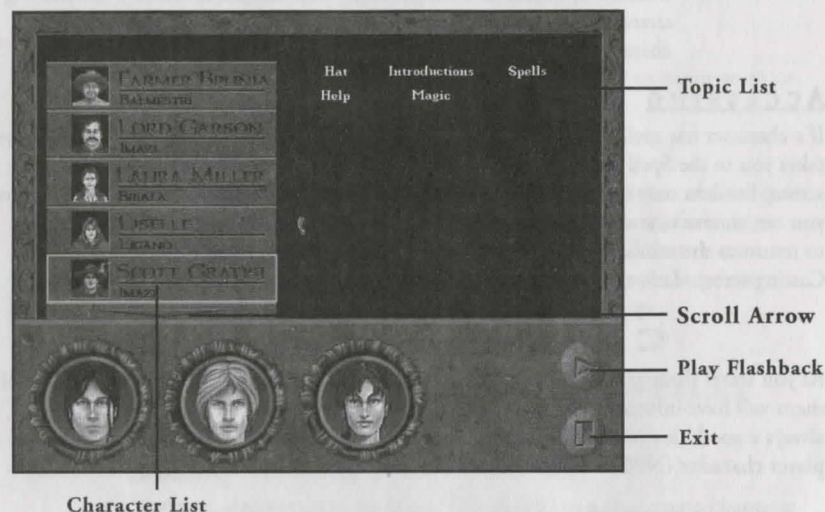
COMMUNICATION

As you travel through Ramar, you will encounter a variety of interesting people. Some of them will have information that is helpful or even vital to your quest. Therefore, it's always a good idea to talk to everyone you meet. Left-clicking on an encountered non-player character (NPC) will take you to the Interrogation screen.

**Topics List****INTERROGATION SCREEN**

This screen shows a picture of the person that you are speaking with. To the right of the picture is a list of topics which you can discuss. Topics are listed in white. Left-click on one of these topics to ask the NPC about it. Once a topic has been discussed, its color changes to yellow. Once you have discussed all of the available topics, left-click "Goodbye" to exit the conversation.

You may want to re-visit some of the NPCs with whom you've spoken in the past. As you make discoveries in the game, or talk to other NPCs, new topics may become available.



FLASHBACK SCREEN

The Flashback screen gives you the opportunity to review conversations you've had with various NPCs. There are two halves to the Flashback screen: the character list and the topic list.

Character List

This is a list of all the NPCs you've spoken to during the course of the game. Next to each name is a small portrait of the character. The character's first location is listed under the name. If you have spoken with more characters than can be displayed on the screen, a down arrow will appear at the bottom of the character list. Click on the arrow to scroll down. An up arrow at the top of the list lets you scroll up.

Topic List

This is a list of all of the topics you've discussed with various characters during the course of the game. Topics are listed alphabetically.

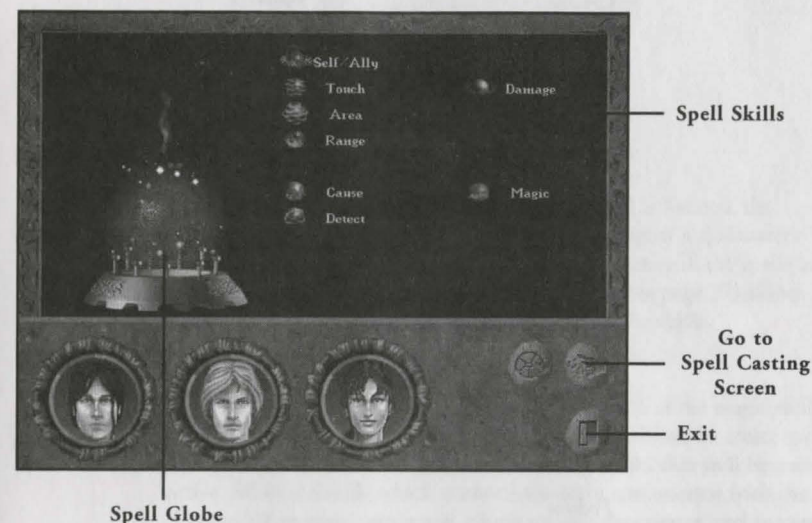
You can left-click either a topic or character button to highlight it. Clicking on a topic hides all of the characters except those with whom you've spoken about that topic. Clicking on a character hides all of the topics you haven't discussed with that character.

If you select a character name and left-click the Play button on the Control Panel, you are taken to the Interrogation screen, and can replay all of the conversations you had with that character. If you select both a character name and a topic and then click Play, it

plays only the conversation you had with that character about that topic. Left-clicking on the Exit button returns you to the screen you were on before you began viewing Flashbacks.

MAGIC

Although certain people are born with an affinity for magic, it is through research and study that they learn to cast spells.



SPELL CREATION

This screen is used to research spells. Once a spellcaster has researched and learned a spell, it will become available on the Spell Casting screen.

Spell Skills

There are 20 spell skills which a magically-inclined character can learn. Characters do not start out with all of these skills, but can obtain them over time by research or by observing them in action. Surviving a magical attack may not be easy or pleasant, but it is an excellent way to learn new spell skills. A character's proficiency in each of these skills depends on the amount of time that a character spends developing that skill.

Self/Ally

Allows a spellcaster to cast a spell on himself or an ally, no matter how far away the ally is in combat.

Area

Allows a spellcaster to cast a spell which affects more than one space.

Range

Allows a spellcaster to project a spell toward a target at range.

Touch

Allows a spellcaster to cast a spell at an adjacent enemy.

Create

Creates or summons an independent force or effect.

Cause

Bestows an effect or condition.

Remove

Dispells or destroys an effect, condition, or target.

Resist

Provides target with protection against some magical or physical force.

Detect

Reveals conditions, events, or objects which might otherwise be hidden.

Poison

Relates to toxins.

Light

Relates to illumination.

Damage

Relates to injury.

Electricity

Relates to shocks, lightning, and electrical forces.

Strength

Relates to physical or muscular power.

Fire

Relates to fire and high temperatures.

Cold

Relates to snow, ice, and low temperatures.

Magic

Relates to the manipulation of other magical forces.

Movement

Relates to motion, speed, and maneuverability.

Water

Relates to the element of water.

Charm

Relates to charisma and persuasion.

Experience Requirements

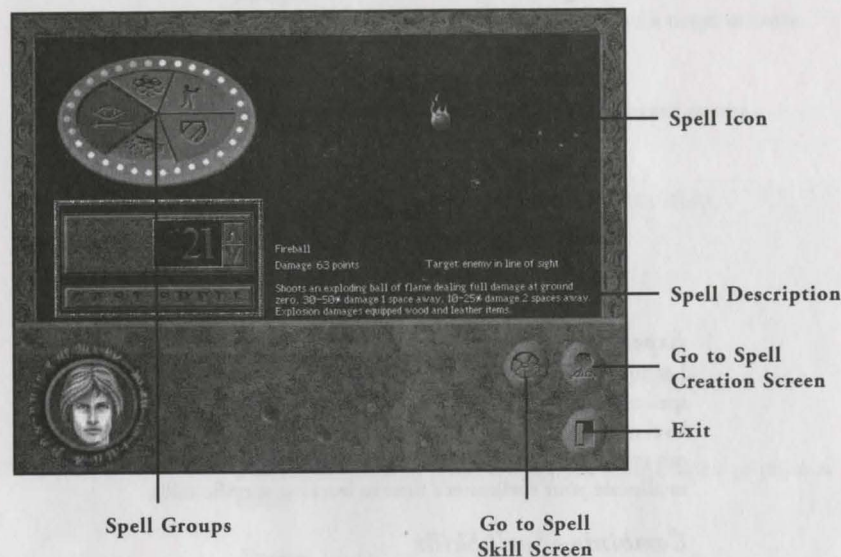
Learning a skill is only the beginning. Once a skill is learned, the spellcaster must devote time to studying it. The higher a spellcaster's level of experience with a certain skill, the more powerful the spells he can create with that skill. The Spell Skills screen (see page 27) allows you to allocate your spellcaster's time to learning specific skills.

Combining Spell Skills

The Spell Creation screen contains an icon for each of the magic skills your character has learned. These skills can be combined to create spells. To research a spell, left-click on one of the skills and that skill becomes active. All of the skills which cannot be used in conjunction with the chosen skill or which are not at a high enough experience level to create a spell, will darken and become unavailable. Left-click one of the remaining skills to combine with the first skill. If this combination can create a spell, a globe appears on the pedestal to the left of the skill icons. If it cannot create a spell, you may choose a third skill (if one is available). If you run out of possible skills and a globe does not appear on the pedestal, left-click to turn an active skill off, and choose another, until you have found a working combination. When a spell globe does appear, the spell name appears on the pedestal.

Researching

Once a spell has been discovered, go to the Control Panel and click on the Exit button to begin researching the spell. Some of the time that you have allocated to developing your spellcasting ability is used for spell research. The higher your spellcasting ability, the faster your research goes. You will want to return to the Spell Creation screen from time to time to check on the progress of your spell. The height of the spell globe indicates the progress of the research. Once the globe reaches the top of the screen, the research is complete. The globe disappears from the screen, and a popup box lets you know that the spell has been added to your repertoire.



SPELL CASTING

Once a spell has been completely researched, it is available to cast. The Spell Casting screen allows you to choose and cast any of the spells which your character has learned.

Spell Groups

Each spell belongs to a spell group. There are six of these groups: Non-Combat, Protection, Close Range, Area Effect, Line of Sight, and Miscellaneous. Whenever you learn a spell, it is automatically added to the appropriate group. In the Spell Casting screen, you can choose a spell group by left-clicking on one of the five wedges at the center of the Spell Disc. In a non-combat situation, only the Non-Combat spells are available.

Spell Icons

When you choose a spell group, all of the spells that your character has learned from that group are displayed. (Spells which your spellcaster does not have enough health and stamina to cast are visible, but are disabled.) Available spells appear as icons to the right of the Spell Disc. Left-click on a spell globe to select it.

Spell Description

When a spell is selected, a brief description of that spell appears below the icons. This indicates the effect that the spell will have.

Spell Power

A spell's power and cost is indicated by the Spell Disc. Each of the gems around the perimeter of this sundial represent one spell point. For each point of power you allocate to a spell, your spellcaster loses a point of stamina when the spell is cast. If the character is out of stamina, health points are lost instead. When you choose a spell to cast, the gem indicating the minimum amount of spell power is lit. This cost is also indicated by the number on the spin dial. All spells have a minimum and a maximum cost to cast. To increase or decrease the amount of power allocated to a spell, click on the gems above or below the currently-indicated gem, or use the up and down arrows on the spin dial. For some spells, the minimum and maximum cost are the same, and these spells cannot be increased or decreased in power.

Once a spell has been selected, and the appropriate spell power has been chosen, click the Cast Spell button to cast the spell and exit the screen. To exit without casting, go to the Control Panel and left-click the Exit button. To enter the Spell Creation screen, go to the Control Panel and left-click the Create Spell button.

SPELL CREATION AND SPELLCASTING: AN EXAMPLE

This is a description of how to create and cast the spell Static Discharge. This is one of the earliest spells you research and learn in this game. This spell requires the Touch, Create, and Electricity skills. Once you have practiced sufficiently in all three of these skills, you can create the Static Discharge spell.

1. Right-click Aren's portrait on the Control Panel. This takes you to his Skills screen.
2. Left-click the Spell Skills button to go to the Spell Skills screen.
3. Left-click the Create Spell button to go to the Spell Creation screen.
4. Left-click the Touch icon. This highlights it, and all icons which cannot be used in conjunction with it are grayed out.
5. Left-click the Create icon, which also highlights.
6. Left-click the Electricity icon. The Static Discharge spell globe appears on the spell pedestal.
7. Left-click the Exit button.

Aren will now study the spell until he has learned to cast it. As soon as it is learned, the spell globe disappears from the Spell Creation screen, and appears in the Close Range group on the Spell Casting screen.

To cast Static Discharge while in combat, left-click the Cast Spell button at the beginning of Aren's attack turn. Left-click the Close Range area on the Spell Disc to bring up the spell globes for that group. Left-click the Static Discharge globe. Since this spell has a set cost, you don't have to select the amount of power to use. Instead, you are returned to the Combat screen. Left-click an opponent to select them as a target. Since the spell uses the Touch skill, the target must be next to Aren when the spell is cast.

LEVER CHESTS

The unusual locks on these chests were devised for the learned nobility, scholars, and merchants. To discourage pilfering of valued possessions by illiterate servants and workers, the lever lock was designed to require an understanding of the written word. There are four main components of the lever lock.

Answer Window

This is an empty window at the top of the chest. Pulling the tab levers raises wooden tabs inside this window.

Question Plaque

This bronze plaque covers most of the lock. On it is engraved a question or riddle. You need to answer this question or riddle to open the chest.

Tab Levers

There are 12 tab levers. Above each lever, one or two letters or numbers is engraved. Pulling a lever raises a wooden tab in the answer window. The tab is engraved with the same letter or number combination as the lever. Left-click on the tab levers to pull them in the correct order to answer the chest's question.

Reset Lever

Left-clicking on this lever resets all of the tab levers and drops all tabs out of the answer window.

Once the correct combination of letters appears in the answer window, the chest opens. To leave the chest without opening it, left-click the Exit button on the Control Panel.

BEAD CHESTS

Highly ornate and equally functional, the bead lock is one of the Lockcrafters' Guild's most sought-after devices. There are four components of the bead lock: the combination, the exchange rate display, the hopper, and the drawer.

Combination

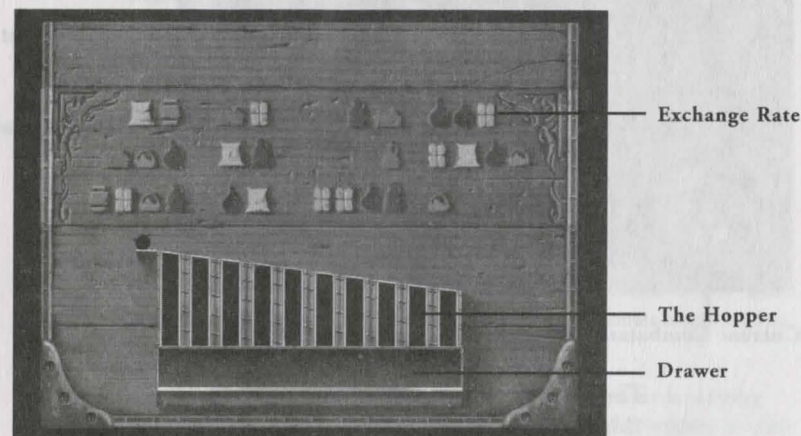
This frame holds a set of colored beads. This is the combination of beads which will unlock the chest. If the beads in the hopper match the combination exactly (order is not important), the chest will open.

Exchange Rate Display

These painted engravings on the chest show colors or combinations of beads which can be exchanged for other colors or combinations. Exchanges work both ways, left to right and right to left.

Hopper

The hopper is a set of ten chutes, each wide enough for a single bead. As beads roll into the hopper, they drop into the first open chute they can reach. You may left-click on a bead to move it from a chute to the drawer, and vice versa.



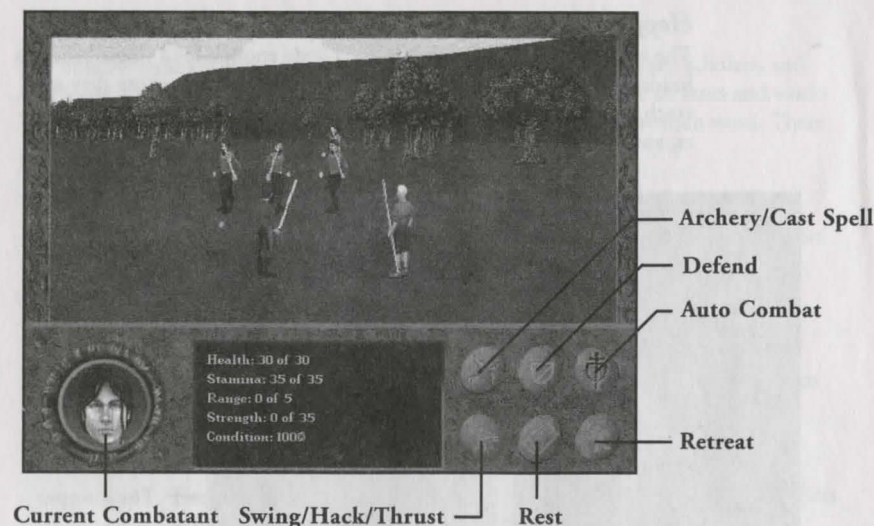
Drawer

Once a bead or set of beads is moved to the drawer, left-click on the drawer to close it. The beads in the drawer are exchanged for the ones indicated by the exchange rate display, and the new beads will roll down into the hopper. If no valid exchange exists for the beads in the drawer, then the drawer will not close. If the exchange is valid, but would result in more than ten beads in the hopper, the drawer also will not close.

Once the beads in the hopper match the beads in the combination, the chest opens. To leave the chest without opening it, left click the EXIT button on the Control Panel.

COMBAT

The Combat screen is composed of two different areas: the Combat Area and the Control Panel. The Combat Area is the hex grid on which your characters move during combat. The Control Panel contains an image of the currently-active character, a status box displaying that character's current Condition and stats, and six command buttons.



The Combat Area

This area displays images of each of your characters and each of the enemy combatants. To move a character, left-click on a space on the grid during that character's turn. The character's Range stat determines how many spaces that character can move in a single turn, and only the spaces which are within range will highlight when you place the mouse cursor over them. Clicking on an unhighlighted hex will prompt to end that combatant's turn. Pressing the G key on your keyboard while the Combat screen is active outlines each hex space and provides a visual representation of the grid.

Zones of Control

Each character and enemy has zones of control in which they can directly affect the other combatants. For most combatants this zone is the space directly in front of them. Zones of control may be expanded by magic means, and some creatures naturally have larger zones of control. (For example, if a creature has a prehensile tail, its zone of control might include the space behind it).

Whenever a combatant enters an enemy's zone of control, that combatant must stop, even if he has additional movement available. No ranged weapons or spells may be used in an enemy's zone of control, since the enemy would interfere with the bow or spell. If an enemy is within your character's zone, that character can only attack with a non-ranged weapon.

Attacking

When it is a character's turn to move or attack, that character's grid hex is highlighted, and his portrait appears on the Control Panel. To choose an attack, left-click the bottom left command button on the Control Panel. This button allows you to cycle between your three possible attacks: thrust (easiest to hit, but does less damage), hack (harder to hit, but does the most damage), and swing (easier than hack, but does more damage than thrust). Once the button displays the icon of the action you would like the character to perform, left-click an enemy. If the enemy is within range, its space highlights and your character attacks.

Ranged Weapons

If a character is wielding a sword, he or she may also carry a bow. Staff-wielders, on the other hand, may not use ranged weapons. If a character is equipped with a bow and is carrying arrows, the Shoot button (upper left command button) is available. This option is only usable at the beginning of a character's turn; once that character has moved or attacked, the Shoot button is disabled.

To use a bow, left-click the Shoot button. If the character is carrying arrows, the command buttons are replaced by a small Inventory window displaying all available types. Right-click an arrow to get information on it. Left-click an arrow to select it, then left-click an enemy to fire. If the enemy is not in the character's line of sight, the enemy's space does not highlight when the mouse cursor is placed over it. To abort a shot once an arrow has been chosen, left-click an unhighlighted grid space.

Spellcasting

If a character has the ability to cast spells, the Shoot button is replaced by a Cast Spell button. A character may only cast a spell at the beginning of his turn. Once that character has moved or attacked, the Cast Spell button is disabled.

Left-click the Cast Spell button to go to the character's Spellcasting screen (see page 30). Once you have selected a spell, left-click Exit to return to the Combat screen. If the spell requires a target, left-click to select the desired target. If the spell requires an unobstructed line of sight to the target, the targets not in the line-of-sight do not highlight when the mouse cursor is moved over them. To abort a targeted spell after the spell has been chosen, left-click an unhighlighted grid space.

Using Inventory Items

To use an inventory item, left-click the character portrait on the Control Panel. This takes you to that character's Inventory screen (see page 19). To use an item, double-click on it in the inventory interface.

Defending, Resting, and Retreating

To pass a character's turn without attacking, you can choose to have them either Defend or Rest. Resting gives them the chance to build up lost Stamina, but leaves them relatively defenseless for that combat round. Defending will not increase Stamina, but keeps the character "at ready," prepared for a possible attack. This gives them a better chance to block enemy attacks during the round. Left-click the Rest or Defend command button to select that option.

Selecting the Retreat button gives your party a chance to escape. This sometimes fails, particularly if the enemy is very fast or very numerous. If any of your party members are unconscious, this option is not available, and the Retreat button is disabled.

Autocombat

You may set any or all of your characters to fight automatically, choosing their own attacks and strategies. To select this option, left-click the Autocombat command button to go to the Autocombat screen. A small portrait of each character is displayed, along with a listing of whether that character is computer- or player-controlled. Left-click one of these portraits to toggle autocombat on or off for that character. Click OK to return to the Combat screen, and all characters set for computer-control will fight automatically in the current combat.

Assessment

If your characters have a high enough Assessment skill, they can divine important information about the stats, strengths, and weaknesses of an enemy. To use a character's Assessment skill, right-click an enemy during that character's attack turn. The closer a character is to an enemy, the more that character can learn about that enemy.

Surprise

If you see an enemy from a distance in the Travel screen, you can left-click on them to attempt to sneak up and surprise them. If your character's Stealth skill is high enough, the effort may succeed, and your party can launch an attack before the enemy is ready to defend or counterattack. This may result in a few "free hits" before they collect their wits and fight back. But remember, the same advantage is bestowed upon enemies who surprise the party.

Falling Unconscious

The more Health a character loses in combat, the lower their stat values drop, and the less damage they can inflict on enemies. If a character loses all of their Stamina and Health, they fall unconscious and are of no help for the rest of the combat. They also become Incapacitated, which is the most time-consuming condition to heal.

If the entire party becomes unconscious, the battle is lost. If you are playing on the Beginner experience level, you are given the opportunity to replay the combat. Otherwise, the party is defeated and the game is over. For this reason, we recommend saving your game before entering a risky combat situation.

Victory!

If your party is victorious in combat, you are returned to the Travel screen. The bodies of the enemy are visible on the screen. Left-click any of the bodies to go to an Inventory screen. This special screen displays the total inventory of all of the slain foes in the area, so you can search all of them at once.

BASIC INVENTORY ITEMS

(Excerpted from Sharma's Guide For The Traveler, Sharma's General Store, Balmestri)

There are many items which you will need when traveling. Some of these are special or magical objects which can only be obtained through great risk or expense, but many of the most useful items are those everyday necessities which can be purchased in any general store.

TORCHES

If you plan to see at night, or underground, you cannot do without these. Made of wood and oil-soaked cloth, these torches burn for hours before they're exhausted.

EQUIPMENT REPAIR

Unless you plan to buy a new suit of armor and a new weapon every time the old ones become damaged, you'll need the tools to repair them. Make certain to carry a whetstone for sword repair. These smooth, tough stones will restore a wicked edge to any bladed weapon.

An armorer's hammer allows you to reshape the metal of mistreated armor, and thereby prevent weak points from developing in the damaged areas. Although it takes a steady hand and a good eye to use this tool well, even a novice can utilize it to remove the worst of the dents.

Beeswax will restore a cracking and damaged bowstring to its original supple condition. If you've ever had a bowstring snap on you in the middle of combat, with an enemy heading your way, you won't begrudge the few coins for a good supply of wax.

LOCKPICKS

Small flexible pieces of steel, these lockpicks are excellent at manipulating the tumblers inside standard locks. Some of the most expensive locks, however, have been specifically designed to be impervious to lockpicks, so you'll need to find another means to open them.

SHOVELS

Standard shovels are made from a strong shaft of wood and an iron or steel shovel blade. They are an invaluable tool to many professions, and as such are readily available in most rural communities.

ROPE

Made from braided fibers, these ropes are strong enough to hitch a donkey to a cart or hold a grown man's weight while he excavates for a well. Be certain to carry several lengths with you at all times.

PICKAXES

This tool is a necessity for miners. The pickaxe is made from a short wooden shaft and a thick iron pick blade.

FOOD AND ALE

Although dried, smoked, and salted trail rations are available for travelers, they become monotonous after several days of journeying. Most towns, particularly in the rural, farming areas, have fresh foods which they are willing to sell. Unlike the trail rations, these foods are perishable, so it is not wise to purchase in large quantities.

Various ales, meads, wines and other spirits are also available in the Empire's taverns. Some of these taste like the finest of nectars, others may have all the flavor and appeal of hog slop, but they're generally a welcome sight after days of drinking from a tepid waterskin.

ARMOR

Armor ranges in type from leather to linked rings, and all the way up to full suits of hammered steel plate. Some people choose to wear the lightest armor possible, to allow themselves the greatest freedom of movement. But since certain areas of the Empire are so dangerous in these times, you should obtain the sturdiest armor that you can afford. After all, the coins in your pocket won't do you any good if a well-armed bandit takes them from you.

SHIELDS

Made from wood or metal, a shield adds one more layer of protection between you and a bandit's blade. Unless you are wielding a two-handed weapon, I cannot stress enough the importance of the shield.

WEAPONS

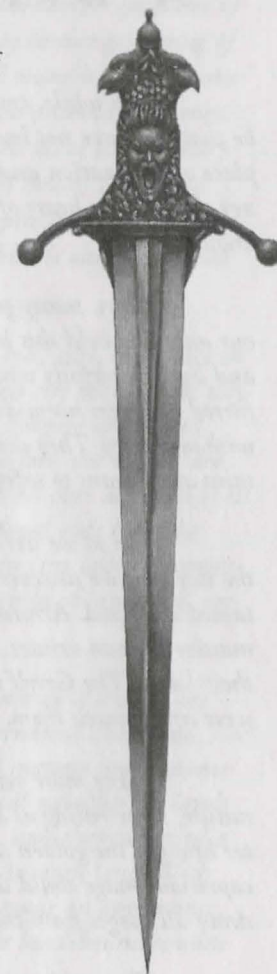
Swords range greatly in length, style, and ornateness, but all of them will allow you to give a good accounting of yourself in combat. The better the quality of the blade, the more damage it will generally do.

Bows are generally made from flexible wood and lengths of sinew or gut. Since the bow will often give you a chance to deal damage to an enemy before engaging in close combat, its use in battle is highly lauded.

For the traveler who is not practiced in the arts of the warrior, the staff is a fine choice of weapon. Staves are crafted from the strongest of woods, and can be highly effective against a lightly-armored enemy. In addition, of course, the staff makes an excellent walking stick.

GEMS AND JEWELRY

Gems and jewelry will always be popular among the well-to-do, and as such will usually bring a good price in stores. A wide variety of gems and jewels, in an even wider variety of condition, is available throughout the Empire. There are rumors that some of these may have minor magical powers, and some shopkeepers will sell "enchanted" jewels, but do you really want to risk your coins on mere rumors?



A BRIEF HISTORY OF ANTARA

Sit a while, traveler, and share a cup of ale with us. How can it be that you have not heard the tale of how our Empire came to be the fine place of civilization and ease that it is today? No matter. If you are to journey through the heart of the Empire, there are many things you will need to know ...

Many, many generations ago, more years than a man can count, our ancestors held this land. They farmed here, fished here, hunted here, and lived peacefully with each other. But then the Grrrlf fell upon us. The furred monsters swept across the land, killing without discrimination and without mercy. They drove us from our homes, across the deserts and mountains and oceans to safety.

And so we lived for many years, exiled from our homeland, until the day that we discovered that the magical forces of the world could be tamed and used. Armed with this knowledge, the new mages joined with massive human armies, and they marched upon the Grrrlf and regained their lands. The Grrrlf were driven into the mountains, and the Shepherds were set to watch them.

Many more generations passed, and the mages grew in power and stature, some ruling as kings in their own right. But a great magical disaster brought the golden age of magic to a halt. Seeing the destruction that a capricious mage could wreak, the common people began to fear them, and drove all mages from the cities and towns.

The provinces, now governing themselves by mundane means, set to bickering and warring amongst themselves. This continued for decades, until the ruler of the Antaran province offered the banished mages amnesty. He gathered them to his side, and (thus well-armed) declared himself Emperor. The surrounding provinces were soon subdued, increasing the fledgling Empire's lands.

And so the Empire has flourished through the careful guidance of Emperors and Empresses, ever since that day. The day-to-day governing of the Empire has been relegated to representatives and councils, since no one man or woman could possibly oversee the entire realm without assistance. The Jaegars, the oldest families of the Empire, provide all of the necessary administrative and managerial functions of the royal house. The grand council- called the Shira- creates the laws of the Empire and resolves trade disagreements. Lest they become too powerful, the Shira is closely watched by the Jaegars.

The Imperial Consuls act as the Emperor's eyes, ears, and voice in every major city of the Empire. The Governors of each city manage the day-to-day affairs and make certain that the laws of the Empire are heeded. The Guilds manage the tradesmen of the realm; therefore, the Guilds are powerful indeed. And the Church of the Triune watches over all, each of its branches representing a different aspect of the three-faced god: Kor (the champion of justice, knowledge, and duty), Senaedin (the lady of compassion, simplicity, and healing), and Henne (the true child of innocence, creativity, laughter, and wonder).

But know this also, traveler: the Empire is not as it used to be. Bribery and corruption are rife at every level of government and trade. The common man has little voice in the land today. And matters have become even worse since the Feeblepox descended upon us. Two neighboring lands saw the decimation of Imperial troops by the disease, and they mounted a fierce offensive which claimed an entire province of Antaran land. With few troops to defend against them, pirates have also made an appearance, becoming a very real danger upon the seas. And their land-bound cousins the bandits now stalk the woods between villages.

This is a dangerous time to be journeying, traveler. Best of luck to you in your quest, and perhaps one day you will return to this inn to tell us tales of your own.



BETRAYAL IN ANTARA CREDITS

<i>Designer</i>	Peter Sarrett
<i>Lead Programmers</i>	Rikki Cleland-Hura, Emmanuel Schilling
<i>Art Director</i>	Jimmy Kowalski
<i>Producer</i>	Steven Lee Miles
<i>Game Programmers</i>	Michael Stahl, Brendan Vanous, Peter Sarrett
<i>3D Programmer/Team Systems</i>	Emmanuel Schilling
<i>Game Artists</i>	Rob Johnson, Tracy Boyd, Barry Sundt, Deane Marston
<i>Graphic Novel Artist</i>	Don Hazeltine
<i>Design Assistance</i>	Rikki Cleland-Hura
<i>Team QA</i>	Chris Johansen
<i>Music, Dialogue, and Sound Effects</i>	David Henry
<i>Dialogue Writers/Voice Direction</i>	Susan Frischer, Peter Sarrett
<i>Systems Programmers</i>	Jay Lee, Greg Tomko-Pavia, Dan Foy
<i>3D World Creators and Editors</i>	Chris Johansen, Mike Chavez, Ryan Blinsky
<i>3D World Assistance</i>	Andrew Hura, Tim Briggs, Brett Wagner
<i>Sound Effects Assistance</i>	Craig Utterback
<i>Manual and Supplementary Game Text Writer</i>	Cindy Vanous
<i>Additional Lore Writers</i>	Jennifer Gibbs, Robert Apsel
<i>Manual Layout</i>	Kerri Willard
<i>Content Programming</i>	David Shoemaker, James Khoo, Dug Steen, Robin McGillveray
<i>QA/Testing Guru & Data Wrangler</i>	Gary Brown

CAST OF CHARACTERS

<i>Aren Cordelaine, Raal, Chee</i>	Andrew Thacher
<i>William Escobar, Petrov</i>	Jason Cottle
<i>Kaelyn Usher</i>	Anne Christianson
<i>Finch, Krrrflak, Birge, Lokath, Herald</i>	Warren Burton
<i>Farmer Brunia, Antoni, Poul</i>	James Hartman
<i>Korellyn, Liselle</i>	Sharon Collar
<i>Coulaine, Nathan Escobar,</i>	
<i>Tyee, The Emperor</i>	Sean Griffin
<i>Paolo, Gar Warren, Naku</i>	Mike Shapiro
<i>Scott, Lord Garson, Marlon</i>	Robert Zenk
<i>Caverton, Bryce, Kahleth</i>	David Scully
<i>Tyre, Enkudi, Mackey</i>	John Patrick Lowrie
<i>Imperial Captain, Sentry</i>	Larry Albert
<i>Cynthia, Mara</i>	Judith Shahn
<i>Laura, Misha</i>	Allison Barcott
<i>Sheffield, Walston, Narrator</i>	John Rudolph Gilbert
<i>Fellich Marr, Gazrim, Imperial Soldier</i>	Robert Nadir
<i>Leon, Simon, Second Shepherd</i>	Ken Boynton
<i>Maria Liana, Naomi</i>	Krishna Fairchild
<i>Flaar, Wraith</i>	Stephan Weyte
<i>Torrance, Consort, First Shepherd</i>	Peter Carrs
<i>Jhana, Selana</i>	Kathy Levin
<i>Garvin, Khorus Bale</i>	Ted D'Arms

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