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Space Empires IV GOLD

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SLCentral

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Introduction

Welcome

Welcome to the exciting and vast world of Dungeon Odyssey. In this game you will adventure to far off lands and encounter a multitude of different creatures. But once you complete the game, the fun is not over. Dungeon Odyssey creates a random world for you each time you play. So no two games are ever the same. And to add to the fun, the game is completely customizable (moddable) so that players can create their own modules for others to play.

Dungeon Odyssey is a role-playing game. You will become a character within the game and will play the role of that character as you venture through the world. You will have one main quest to complete in the module, and many other smaller quests to complete if you wish. As you decide on a style of playing, you can shape your character towards that style with different items, skills, and spells.

System Requirements

Operating System	You must be using Windows 95, Windows NT, Windows ME, Windows 2000, or Windows XP.
Controls	A keyboard and a 100% Microsoft-compatible mouse are required.
Drives	A hard drive with at least 100 megabytes of free space is required.
Video	DirectX 7.0 (or better) installed on your system. A video card that can support 800x600 resolution in 16-bit color. Video card must be DirectX 7.0 (or better) compatible.
Sound	A sound card capable of supporting MP3 and DirectSound playback. Sound card must be DirectX 7.0 (or better) compatible.
Memory	Random Access Memory of at least 32 megabytes.

Technical Support

If you are having trouble running Dungeon Odyssey or have questions, please contact or visit one of the following:

Malfador Machinations	Website:	www.malfador.com
	Email:	do@malfador.com
Shrapnel Games	Website:	www.shrapnelgames.com
	URL:	http://www.shrapnelgames.com/customersupport.htm

When you contact tech support, please have the following information ready:

Version of the game, Hardware Specifications, Operating System, DirectX Version, Other Program that are running.

Chapter 1: Getting Started

Getting Started

The following chapter provides details on jumping right into the game. If you are familiar with other Role Playing Games, then feel free to get right to the fun!

Main Menu

When the game starts, you will be presented with the Main Menu Window. You should select New Game to start a new game.

Select Module

Next you will be presented with the Select Module Window. You should click on the “Crown of the Magis” from the list on the left side. Next press the OK button at the bottom of the window.

Game Difficulty

Since this is your first game, you should select Normal difficulty to play. The higher the difficulty, the faster and stronger the monsters are.

Character Selection

On the Character Selection window, you will want to choose one of the 7 displayed classes for your character. It's best to start with something simple like a fighter or paladin. After you click on a name in the list, you will see the description for that class displayed on the right side display. Now you need to type in a name for your character, and click on a portrait for him. When you are done, press the OK button.

Progress Window

Now the entire world will be created. You will see a progress bar countdown the creation of the world and all of its maps.

Module Text Window

When the game starts, the Module Text Window will display and give you the background story for this module. Read through it and press the X button in the bottom right corner of the window.

The Main Window

You're ready to play the game! You will now see the Main Window and your character in the middle of it. You should proceed directly to the left (North-West) by clicking on the map. There you will see a small town that you should enter (by moving on to it). Within this town you will find people to talk to and buy items from.

For more information about the windows in the game, see Chapter 4.

Chapter 2: About Your Character

General

Your character is you for the course of the game. Your character will travel the world meeting other people, killing monsters, picking up items, and completing quests. As you progress, your character will increase in their experience and gain levels. For each level gained, your character will be able to spend points to increase his characteristics and to learn new skills and spells. Your goal is to keep your character alive, complete the quests presented, and gain the highest level possible.

Character Classes

Your character must choose a profession in life. The following are the classes that your character can choose from:

Fighter	A fighter is a warrior who has learned to fight with most hand-to-hand weapons. The fighter favors the mace, axe, sword, or flail as a weapon.
Thief	A thief is a covert warrior who has learned to conceal himself in shadow and perform sneak attacks. The thief favors the bow, crossbow, dagger, sling, and short sword for weapons.
Paladin	A paladin is a holy warrior who is half fighter and half priest. The paladin favors the mace and the flail for weapons.
Ranger	A ranger is an outdoorsman who is skilled with ranged weapons and can tame wild animals. The ranger favors the spear, sling, bow, crossbow, and sword for weapons.
Mage	A mage is a master of the magical arts who can call forth all the four elements to assist him. The mage favors the wand for his weapon.
Priest	A priest is a holy man who is imbued with divine power by his deity. The priest favors the scepter for his weapon.
Druid	A druid is a wielder of natural forms of magic. The druid favors the staff for his weapon.

Inventory

See Chapter 6 for more details on your inventory and items.

Character Attributes

The following are details about your character and what they mean:



Character Level: The current level of your character. With each new level, your character will have points to spend on new attributes and new skills \ spells. Your character's level is an indication of how powerful your character is.



Experience: The amount of experience your character has accumulated. Once your character's experience reaches a specific level (based on the class of your character), your character will gain a new level. Experience is received for killing monsters. The higher the level of the enemy monster, the higher the experience you will gain.



Experience Needed For Next Level: The amount of experience your character needs to attain to achieve their next level. The amount of experience need to gain each level will increase with each level.



Gold: The amount of gold your character is carrying. Gold can be picked up from dead monsters and spent in stores for new items.



Health: The amount of health your character currently has. When this reaches zero, your character will die. Your health will go down any time you are hit by a monster, or if you are poisoned. Your health naturally goes up over time.



Mana: The amount of mana your character currently has. Mana is used to cast spells. Each spell you cast has a cost in mana. When your mana is lower than the cost of the spell, then

you will not be able to cast the spell. Your mana naturally goes up over time.



Hunger: The relative hunger of your character. Your hunger will naturally go down over time unless you eat something to raise it. If your hunger reaches zero, then your character will start to lost health (you are starving).



Weight: The total weight of the items carried by your character. If the total weight carried by your character is more than your maximum weight, your character will move more slowly than normal.



Status: The current status of your character. This can be different states such as Poisoned, Paralyzed, Panicked, etc. Some states will go away with time such as Panicked. Others will stay until you cure yourself with a potion, such as with Poisoned.



Strength: Your character's physical strength. The higher your strength, the more damage you will do with hand-to-hand weapon such as swords and axes. Strength also determines how much weight you can carry.



Dexterity: Your character's hand and eye coordination, and physical quickness. Dexterity also determines your character's attack and defense ability.



Intelligence: Your character's intelligence. Intelligence determines your maximum mana amount.



Constitution: Your character's overall hardiness and stamina. Constitution determines your maximum health amount and your maximum hunger amount.



Attack Ability: A rating of your character's attack ability. The higher the number, the better your ability to hit enemy monsters.



Defense Ability: A rating of your character's defense ability. The higher the number, the better your ability to dodge attacks by enemy monsters.



Current Damage Done: The current damage you will cause to enemy monsters when you hit them with the weapon you are currently carrying. This amount does not take into account any special damage types such as Fire Damage, Cold Damage, etc.



Fire Resistance: Your character's resistance to fire damage. When your character takes damage from fire, this percentage is decreased from the amount of damage done. So if you take 10 points of damage from fire, and your fire resistance is 50%, then you will only take 5 points of damage.



Cold Resistance: Your character's resistance to cold damage.



Lightning Resistance: Your character's resistance to lightning damage.



Magic Resistance: Your character's resistance to magic damage.



Poison Resistance: Your character's resistance to poison damage.

Chapter 3: The Land of Luretania

The Game World

The vast majority of Luretania is wilderness with a few settlements interspersed. There are a few roads that cut through the wilderness and allow travel between the towns. Most mountain ranges and lakes will be impassable to your character. You'll need to find a way around these obstacles. To the far north-east of the wilderness you will find the frozen mountains. To the far south-west of the wilderness you will find a great desert. You may travel anywhere you like in the land but beware of deadly wilderness beasts.

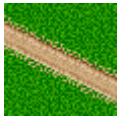
Quests

As you travel the land and speak to its inhabitants, you may discover tasks to complete called Quests. The goal of the game is to accomplish all of the quests that you encounter. As you complete a quest, you will usually be given a reward of some kind. You can see a list of all of your outstanding quests by looking at the Quests Window.

Light

Most of the areas you will travel in are well lit. However, there are locations where you will need to provide your own light source such as a torch. Caves are a good example of a location that does not usually let any outside light in. You will need to put a torch in your hand to light your way, or cast a spell that generates magical light. Torches, lanterns, and candles can only burn for a limited time before they will be extinguished (and will disappear from your inventory).

Some of the different terrains you will encounter:



Road

The wilderness of Luretania is largely unexplored. It is wise to stay on the roads when traveling through the deep forest.



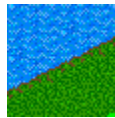
Trees

You'll find trees of many different sizes and shapes in the wilderness of Luretania. They will all block your movement.



Mountain

The countryside of Luretania is crisscrossed with ancient mountain ranges. You will have to find an alternate route around them, as most are impassable.



Lake

The peaceful lakes of Luretania are home to many species of fish. Unless you have a boat, lakes will be impassable to you.



Bridge

If you don't have a boat, a bridge is the next best thing. Bridges will allow you safe travel over most rivers and lakes.



Town

Towns offer a safe haven from the monsters that roam the wilderness. In them you will often find stores to buy and sell your wares.



Portal

Portals are magical pads that will transport you to another location. Just step on and you will find your self instantly teleported to another location. Some portals require that you activate them from one side before you can use them in both directions.



Wall

You'll find walls of adobe or wood surrounding the homes of most villagers. Walls are completely impassable and you'll have to find a door.



Wall Sign

Most shops will have some kind of sign outside your door telling you what kind of wares they sell. Just point at the sign with your pointer to see what the sign says.



Open Door

An open door allows you access to a house or room. Open doors can be closed by right-clicking on them.



Closed Door

A closed door prevents you from entering a room or house. You can open a closed door by right-clicking on it. Some doors, however, are locked and require a type of key to be opened. Point your pointer at the door to see what kind of key it requires.



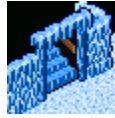
Chest

Chests are reinforced boxes used to store valuables. You can open a chest by right-clicking on it. Some chests, however, are locked and require a type of key to be opened. Chests can also be trapped. If you try to open a trapped chest, you will take damage unless you are able to pick the lock.



Sign

Like a wall sign, a standing sign presents you information about the area. Point your pointer at the sign to see what the sign says.



Stairs

Stairs are used to traverse from one floor to another. These will usually be found in dungeons or underground locations. Just step on the stairs to go up or down them.

Chapter 4: Game UI



Main Menu Window

The Main Menu is presented when you first start the game. This is your starting point for launching into an adventure.

Controls

New Game Button	Displays the Select Module Window so that you can choose a module for your adventure.
Resume Game Button	Loads the last savegame that you saved, and displays the Main Window so that you can continue play.
Load Game Button	Pressing this button displays the Load / Save Game Window so that you can select a savegame to load and play.
High Scores Button	Displays the Highscores Window so that you can see all of the highscores that have been made by past players.
Credits Button	This selection will change the display and present a list of the various people whose hard work went into the making of Dungeon Odyssey.

whose hard work went into the making of Dungeon Odyssey.

Quit Button

Pressing this button will shutdown the game and return you to Windows.

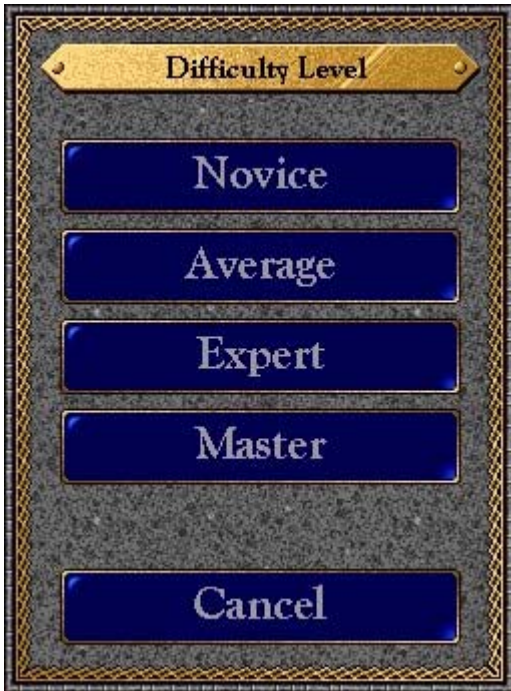


Select Module Window

The Select Module Window allows you to select a module to adventure in. Each module is a self-contained world where you will have specific quests to complete.

Controls

- | | |
|------------------------|--|
| Available Modules List | This section will list all of the modules that are present on your hard drive. By clicking on a module name in the list, you will select it and its name will change to a green color. |
| Module Details | When you do select a module, the description of the module will be displayed here. This gives you a brief introduction so that you know what the general purpose of the adventure is. |
| OK Button | Pressing this button will confirm your selection of the module you have selected in the Available Modules List. The window will close and you will be taken to the Game Difficulty Window. |
| Cancel Button | Pressing this button will cancel your choice and will return you to the Main Menu Window. |



Game Difficulty Window

The Game Difficulty Window allows you to choose the relative difficulty of the module you will be adventuring in. The higher the game difficulty, the stronger and more powerful the monsters will be.

Controls

Novice Button	Selects a Novice level of difficulty for the adventure. This is a good selection for people who have never played an RPG of any kind. The window will close and the Character Selection Window will be displayed.
Average Button	Selects an Average level of difficulty for the adventure. This is a good selection for people who have played other RPG type games. The window will close and the Character Selection Window will be displayed.
Expert Button	Selects an Expert level of difficulty for the adventure. This is a good selection for people who have played Dungeon Odyssey before and want a challenge. The window will close and the Character Selection Window will be displayed.
Master Button	Selects a Master level of difficulty for the adventure. This is a good selection for people who have played Dungeon Odyssey many times and are very experienced. The window will close and the Character Selection Window will be displayed.
Cancel Button	Pressing this button will cancel your selection and will return you to the Main Menu Window.



Character Selection (New) Window

The Character Selection Window is used to create a new character or to reuse an existing (exported) character. The screen will change the displayed information based on whether you select the “Create” or “Revive” option. The following description details what the screen looks like when you select the “Create” option.

Controls

Create Option Button	Select this if you want to create a new character for your adventure.
Revive Option Button	Select this option if you want to reuse an existing (exported) character. If you select this option, read the description for the Character Selection (Revive) Window.
Character Class List	This list will display all of the possible character classes that you can use for this module. Each class will list its name and can be clicked on to be selected.
Character Details	When a class has been selected from the Character Class List, a description will be displayed at the top of this section. In addition, all of the potential portraits will be displayed in the grid for you to select.
Character Name	This box will allow you to type in a new name for your character.
Portraits	This grid of boxes displays portraits based on the character class you have selected in the Character Class List. You must click on one of the portraits in this grid to select a portrait to represent your character.
OK Button	Pressing this button will create your character. You must enter a character name and select a portrait before you can create your character. After pressing the button, the window will close and the map creation will begin. Once that completes, the Module Text Window will be displayed to introduce

you to the world of your module.

Cancel Button

This selection will cancel your new character creation. The window will close and you will be returned to the Main Menu Window.



Character Selection (Existing) Window

The Character Selection Window is used to create a new character or to reuse an existing (exported) character. The screen will change the displayed information based on whether you select the “Create” or “Revive” option. The following description details what the screen looks like when you select the “Revive” option.

Controls

- | | |
|------------------------------|---|
| Create Option Button | Select this if you want to create a new character for your adventure. If you select this option, read the description for the Character Selection (New) Window. |
| Revive Option Button | Select this option if you want to reuse an existing (exported) character. |
| Existing Character Name List | This section will display a list of all of the existing characters that are present. You can select one from the list and that character’s information will be displayed in the Character Details. |
| Character Details | This section will display all of the information about the character you have selected in the Existing Character Name List. At the top of the section is displayed the character’s portrait, their name, and their class. At the bottom of the section, you will see a text describing the current state of the character and |

whether they are available for selection.



Character Level: The current level of the character.



Experience: The amount of experience the character has accumulated.



Experience Needed For Next Level: The amount of experience the character needs to attain to achieve their next level.



Gold: The amount of gold the character is carrying.



Fire Resistance: This character's resistance to fire damage.



Cold Resistance: This character's resistance to cold damage.



Lightning Resistance: This character's resistance to lightning damage.



Magic Resistance: This character's resistance to magic damage.



Poison Resistance: This character's resistance to poison damage.



Strength: The character's physical strength.



Dexterity: The character's hand and eye coordination, and physical quickness.



Intelligence: The character's intelligence.



Constitution: The character's overall hardiness and stamina.



Health: The amount of health the character currently has.



Mana: The amount of mana the character currently has.



Hunger: The relative hunger of the character.



Weight: The total weight of the items carried by the character.

Delete Button

Pressing this button will permanently delete the currently selected character in the Existing Character Name List.

OK Button

Selecting this button will revive or resurrect the currently selected character. If the character needs to be resurrected (the character is currently dead), then they will lose a portion of their experience and gold being carried.

After pressing the button, the window will close and the map creation will begin. Once that completes, the Module Text Window will be displayed to introduce you to the world of your module.

Cancel Button

This will cancel your character selection, close the window, and return you to the Main Menu Window.



Load / Save Game Window

The Load / Save Game Window is used to load or save your game from the hard drive.

Controls

Option Button

The boxes along the left-hand side allow you to select which savegame slot you wish to use.

Game Name

The long boxes display the name of the savegame currently in that slot. If you are loading a game, this is a display only box with the name of the savegame. If you are saving a game, then you can type a new name for the savegame in this box.



Pressing this button will commence the save or load of the selected savegame. When the load / save completes, the window will close automatically.




This button will cancel your load / save operation and close the window.

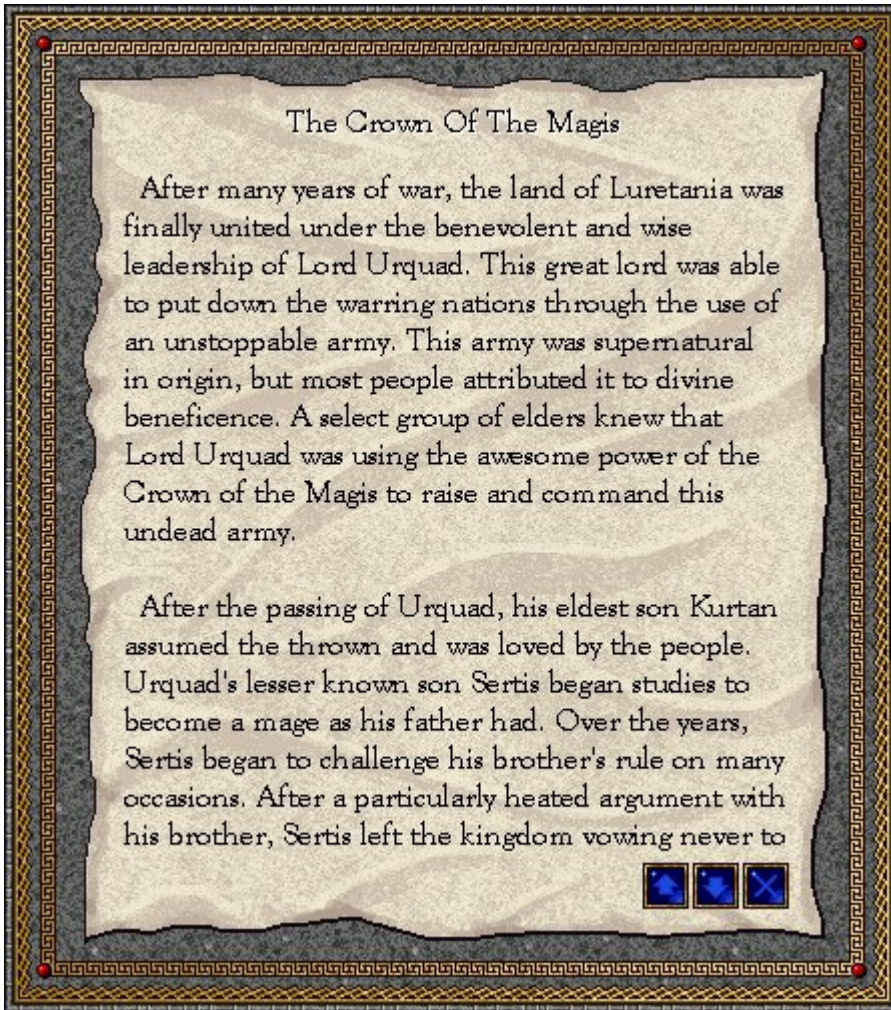


High Scores Window

The High Scores Window displays the highest level and experience that has been attained by characters in the past. A character has to have died to be present in the High Score list.

Controls

Character Name	The name of the character.
Class	The class of the character.
Level	The level of the character at the time of his death.
Experience	The experience attained by the character at the time of his death.
	Pressing this button closes this window.



Module Text Window

The Module Text Window displays the introduction story about the module. It will provide you with your background details and main quest of the adventure.

Controls

Module Text

The background story for the module you are about to start.



Scrolls the text up by one page.



Scrolls the text down by one page.



Closes this window and displays the Main Window.



Main Window

This window is the main window of Dungeon Odyssey. You will use this window in all of your adventures and serves as your window to the world.

Controls

Inventory Window

See the Inventory Window description below.

Character Details Window

See the Character Details Window description below.

Vision Window

The top right section of the Main Window is used to display your character's vision. If you move your mouse pointer over something on the main window, a description of that item will be displayed in this window. For example, if you move the mouse pointer over an item in your inventory, then a complete description of that item will be displayed in this section. If you move your mouse pointer over a sign on the Main Display, then what can be read on the sign will be displayed here. If you move your mouse pointer over a button at the bottom of the window, a brief description of the button's purpose will be displayed in addition to its hotkey shortcut. This area is your main means of gaining more information about the game.

Main Display

The Main Display is the diamond section in the middle of the window, which shows your character in the middle and the terrain all around him. This is your main display of the world and it will change to show different terrain as your character moves. The map is always displayed with your character in the center.

Actions:

Left-Click – This will move your character to the location clicked on. Your character will find the shortest path and will take that to reach the location you selected. You can also hold down the left mouse button to keep your character moving in the direction you are pointing.

Right-Click – This will cause your character to perform an action on this square. What happens depends on what is in the location that you click on. If you right-click on an item, then your character will attempt to pick up that item. If you right-click on a monster, then your character will attack that monster. If you right-click on a door, then your character will attempt to open that door. If you have a spell selected, then right-clicking in the Main Display will cause your character to cast that spell.

Item Drop – If you pick up an item from your inventory and drop it within the Main Display, then the item will be dropped from your character into the square he is standing.



Pressing this button will display the Game Menu Window.

Hotkey: G



Pressing this button will display the Quests Window.

Hotkey: Q



Pressing this button will display the Map Window.

Hotkey: M



Pressing this button will display the Statistics Window. If this button is glowing red, then your character has available characteristic points to spend on increasing his statistics.

Hotkey: C



Pressing this button will display the Spell/Skill Window. If this button is glowing red, then your character has available spell/skill points to spend on increasing his levels in spells and skills.

Hotkey: S



Pressing this button will display the Spell / Skill Selection Window.

Hotkey: B



These buttons display the spells you have ready to use. You can use the Spell / Skill Selection Window to select the spells which are displayed here. You can click on a button to make that spell the currently selected spell. With a spell selected, you can right-click in the Main Display to cast that spell. Be careful that you do not leave a spell selected if you intend to use hand-to-hand weapons.

Hotkeys: F1 – F10



Pressing this button will cause your character to drink a health potion from his inventory.

Hotkey: F11



Pressing this button will cause your character to drink a mana potion from his inventory.

Hotkey: F12



Inventory Window

The Inventory Window is used to control your character's collection of items and how he wears them. The boxes at the top section indicate the portions of the body and what item is being worn at that location. The collection of boxes at the bottom is your character's general inventory and any items can be placed here. You can left-click an item in a box to pick it up. Picking up an item will change your mouse pointer to the item you have picked up. You can then move that item to a new box and left-click again to place the item in the box you are over. You can also exchange items by left-clicking a box with an item, while you are currently holding an item.

When you move an item over a box, you may see a red background displayed. The red color means that you cannot place the item you are holding with the mouse pointer into the box you are currently over. Some items cannot be placed in boxes because they have restrictions that prevent your character from using them. It may also be that the item cannot be worn in the location where you are trying to place it (for example, a necklace can only be placed in the box with a necklace outline, and cannot be placed on your head).

Controls



This box represents your stomach. Placing a food item here will cause your character to eat that food (and reduce his hunger). Items that are consumed are removed from the game.



This box represents your head. You can only place helms on your head to wear.



This box represents your neck. You can only place necklaces around your neck to wear.



This box represents your hands. You can only place gloves on your hands to wear.



This box represents your upper torso. You can only place clothing or armor on your upper torso to wear.



This box represents your right hand. You can place any kind of one-handed item in your hand.



This box represents your waist. You can only place belts on your waist to wear.



This box represents your left hand. You can place any kind of one-handed item in your hand.



This box represents your right ring finger. You can only place rings on your finger to wear.



This box represents your left ring finger. You can only place rings on your finger to wear.



This box represents your feet. You can only place boots on your feet to wear.



General Inventory

Pressing this button will show or hide your general inventory. When the general inventory is hidden, you can see more of the Main Display.

The General Inventory is made up of many boxes that can hold any kind of item. When you right-click on an item in the Main Display, the item will be added to this group of boxes in the next empty slot.



Character Details Window

The Character Details Window is used to display all of the current statistics for your character.

Controls



This is simply a portrait of your character.

Name

In large white letters, your character's name is displayed at the top of the window.

Class

Underneath your character's name is displayed your character's class.



Pressing this button will show or hide the less important information about your character.



Character Level: The current level of your character.



Experience: The amount of experience your character has accumulated.



Experience Needed For Next Level: The amount of experience your character needs to attain to achieve their next level.



Gold: The amount of gold your character is carrying.



Health: The amount of health your character currently has.



Mana: The amount of mana your character currently has.



Hunger: The relative hunger of your character.



Weight: The total weight of the items carried by your character.



Status: The current status of your character. This can be different states such as Poisoned, Paralyzed, Panicked, etc.



Strength: Your character's physical strength.



Dexterity: Your character's hand and eye coordination, and physical quickness.



Intelligence: Your character's intelligence.



Constitution: Your character's overall hardness and stamina.



Attack Ability: A rating of your character's attack ability. The higher the number, the better your ability to hit enemy monsters. The second number is a percentage chance for your character to hit a monster of your same level.



Defense Ability: A rating of your character's defense ability. The higher the number, the better your ability to dodge attacks by enemy monsters. The second number is a percentage chance for your character to be hit by a monster of your same level.



Current Damage Done: This section displays the current damage you will cause to enemy monsters when you hit them with the weapon you are currently carrying. This amount does not take into account any special damage types such as Fire Damage, Cold Damage, etc.



Fire Resistance: Your character's resistance to fire damage.



Cold Resistance: Your character's resistance to cold damage.



Lightning Resistance: Your character's resistance to lightning damage.



Magic Resistance: Your character's resistance to magic damage.




Poison Resistance: Your character's resistance to poison damage.



Game Menu Window

The Game Menu Window is used to perform certain actions while a game is in progress.

Controls


Load Game	Pressing this button will display the Load / Save Game Window. You will be able to select a game to load and play.
Save Game	Pressing this button will display the Load / Save Game Window. You will be able to select a slot and enter a name for your savegame.
Export Character	Pressing this button will export your character to a file. You can use this at any time during your game. Once a character has been exported, they can be "Revived" in the Character Selection (Existing) Window.
Ordering	Pressing this button will display a window giving you details on how to order the game.
Options	Pressing this button will display the Options Window.
High Scores	Pressing this button will display the High Scores Window.
Quit Game	Pressing this button will quit the game and shut down Dungeon Odyssey.
	Pressing this button will close this window.

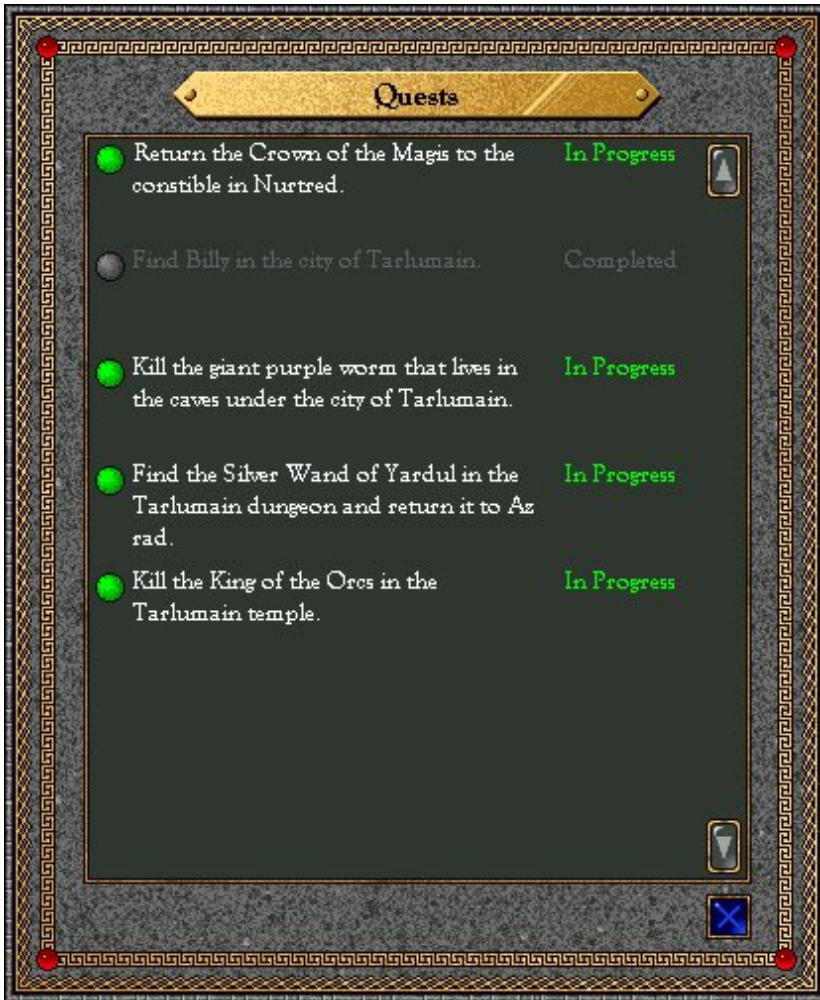


Options Window

The Options Window will allow you to set certain options for your games of Dungeon Odyssey.

Controls

Sound	Toggles whether sound is on or off.
Music	Toggles whether music is on or off.
Don't Autosave Games	Turns off the autosaving of games.
Autosave every minute	Causes your game to be saved every minute into savegame slot 10.
Autosave every 5 minutes	Causes your game to be saved every 5 minutes into savegame slot 10.
Autosave every 20 minutes	Causes your game to be saved every 10 minutes into savegame slot 10.
Display Frames Per Second	Toggles whether you will see the FPS (Frames Per Second) on the Main Display. FPS will tell you how many times the entire screen is being redrawn each second. If this number gets too low, then your machine is too slow to run Dungeon Odyssey.
Game Speed	These two arrows allow you to increase or decrease the speed at which the game takes place. If you increase it, then your character and all of the monsters will move faster. If you decrease it, then your character and all of the monsters will move slower.
	Pressing this button will close this window.



Quests Window

The Quests Window displays all of the quests your character knows of. Each quest indicates whether it is in progress or if it has been completed.

Controls

Quest List

This list displays all of the quests that your character has encountered. You can gain quests by talking to townspeople, going to certain locations, etc. Each quest can display a green “In Progress” if it has not been completed, or a gray “Completed” if the character has finished it.



Pressing this button closes this window.



Map Window

The Map Window displays a bird's eye view of the world.

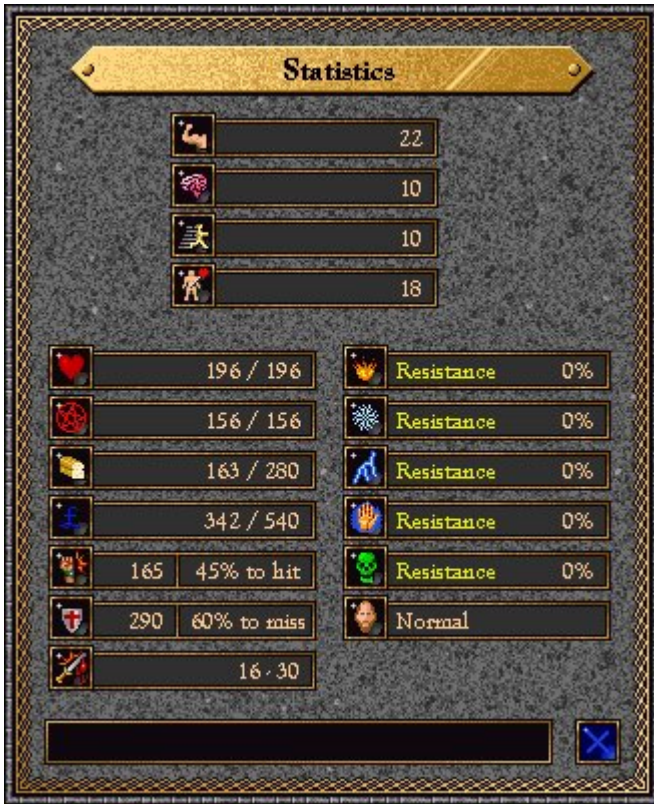
Controls

Map Display

The map displays only those areas that your character has actually seen. As your character moves around the map and sees new things, more of this map will be displayed. Your character's location on the map is indicated by a blinking red dot.



Pressing this button closes this window.



Statistics Window

The Statistics Window allows you to view and change the statistics of your character. If your character does not have any statistic points to spend, then this window is view only. If your character does have some statistic points to spend, then four plus buttons will be available for you to increase your four primary characteristics of strength, intelligence, dexterity, and constitution.

Controls



Strength: Your character's physical strength.



Dexterity: Your character's hand and eye coordination, and physical quickness.



Intelligence: Your character's intelligence.



Constitution: Your character's overall hardiness and stamina.



Health: The amount of health your character currently has. Your character's maximum health is based on your constitution.



Mana: The amount of mana your character currently has. Your character's maximum mana is based on your intelligence.



Hunger: The relative hunger of your character. Your character's maximum hunger is based on your constitution.



Weight: The total weight of the items carried by your character. Your character's maximum weight allowance is based on your strength.



Attack Ability: A rating of your character's attack ability. The higher the number, the better your ability to hit enemy monsters. The second number is a percentage chance for your character to hit a monster of your same level. Your character's attack ability is based on your dexterity.



Defense Ability: A rating of your character's defense ability. The higher the number, the better your ability to dodge attacks by enemy monsters. The second number is a percentage chance for your character to be hit by a monster of your same level. Your character's defense ability is based on your dexterity.



Current Damage Done: This section displays the current damage you will cause to enemy monsters when you hit them with the weapon you are currently carrying. This amount does not take into account any special damage types such as Fire Damage, Cold Damage, etc. Your character's current damage is increased by your strength.



Fire Resistance: Your character's resistance to fire damage.



Cold Resistance: Your character's resistance to cold damage.



Lightning Resistance: Your character's resistance to lightning damage.



Magic Resistance: Your character's resistance to magic damage.



Poison Resistance: Your character's resistance to poison damage.



Status: The current status of your character. This can be different states such as Poisoned, Paralyzed, Panicked, etc.

Text Display

The text display at the bottom of the window will show if you have any statistic points left to spend. As you spend the points, the number in this display will decrease. If this display is blank, then your character has no points to spend.



Pressing this button closes this window.



Spell / Skill List Window

The Spell / Skill List Window allow you to view the current levels of spells and skills your character possesses. If your character has spell / skill points to spend, then you can use this window to increase your skill and spell levels.

Controls

Group Selection

On the left hand side of the window are 6 group selections for your character's spells and skills. The groups, spells, and skills that your character has access to are based on the character's class. You can select the box next to the group name to change the spell / skill list to display all of the spells and skills in that group.

Spell / Skill Button

In the middle of the window is a grid of boxes that can contain spells or skills. Each picture represents a different spell or skill and the level of the spell / skill is displayed as a number in the bottom right hand corner of the box. You can move your mouse pointer over any picture to get a description of the spell or skill in the Vision section of the Main Window. If your character has spell / skill points to spend, then you can left-click on a picture to add one level to the selected spell / skill.

Text Display

The text display at the bottom of this window shows you how many spell / skill points that your character has available to spend.



Pressing this button closes this window.



Spell / Skill Selection Window

The Spell / Skill Selection Window allows you to pick the 10 spells, skills, or scrolls that you wish to have available on the Main Window for quick access.

Controls



The 10 empty buttons at the top represent the 10 spell / skill buttons that are on the Main Window. By selecting one of these, you can then click on spells, skills, or scrolls in the book display and have that spell displayed in the box.



The boxes displayed in the book show all of the available spells, skills, and scrolls that your character has at least 1 level in.



If there are more spells than can be displayed in all of the boxes on the book, then a book mark icon will be present for you to click on. Clicking on the bookmark will show the next page worth of spells and skills.



Changes the current Spell / Skill Group that is displayed. The spells and skills that are displayed in the book are only those spells and skills that are within this group.

Group Display

Between the two arrows is a display of the current Spell / Skill Group name.



Changes the current Spell / Skill Group that is displayed. The spells and skills that are displayed in the book are only those spells and skills that are within this group.



Pressing this button closes this window.



Store Window

The Store Window is displayed when your character talks to another person and wants to buy and sell items with that person.

Controls

Group Selection

On the left side of the window is a listing of 7 groups. You can click on the box to the left of the name to select that group. Items displayed in the grid on the right are only those items that fall within that group.

Item Button

The right side of the window is made up of many boxes, some filled with items. You can pass your mouse pointer over an item to see a description of it in the Vision section on the Main Window. Each item will show how much it costs. You can left-click on an item to pick it up and the cost in gold will automatically be deducted from your character's gold reserve. Once the item has been picked up, you've bought it, and it's yours. You can then place it in your inventory where you choose.

You can also pickup items from your inventory and drop them into one of the empty boxes on the store window. This will sell your item to the store and you will gain gold from the transaction. Be aware that most shop owners will not buy an item for as much as they will sell the same item for.



Pressing this button closes this window.



Talk Window

The Talk Window will be displayed anytime you right-click on a friendly monster / person on the map. From this window you can decide to talk to the person, or buy and sell items with them. Only some people will buy and sell items with you.

Controls

Talk Button	Pressing this button will display the Conversation Window.
Purchase Items Button	Pressing this button will display the Store Window.
Give Items Button	Pressing this button will display the Give Items Window.
Cancel Button	Pressing this button will close this window.



Conversation Window

The Conversation Window allows your character to talk to another person or monster.

Controls

Portrait

In the top left of the window is displayed the portrait of the person you are talking to.

Dialogue Topics List

On the left side of the window is a list of all of the topics you can talk to the person about. The currently selected topic is highlighted in green. You can click on a topic to see the person's response displayed in the Text Display.

Text Display

When you do click on a topic, the person you are talking to will respond about that topic. Their response is displayed here. If you gain a new quest from the conversation, you will hear a sound played in the background.



Pressing this button closes this window.



Give Items Window

The Give Items Window allows you to give items to other friendly people. You just need to pickup an item from your inventory (by left-clicking on it) and then dropping it into one of the 4 item squares next to the person's portrait (by-left-clicking in the square). Be sure the you really want to give the item away since once you put it into the squares on this window, its gone. This window is normally used when you have a Quest in progress that requires you to return a certain item to a person in the Town. Once you have placed the item into one of the squares on this window, the Quest will be completed.

Controls

Portrait

A portrait of the person you are giving the items to.

Item Squares

Four square which allow you to give items to this person. Once an item is put into one of these squares it is now owned by that person. You cannot take the items back once they are given.



Pressing this button closes this window.

Chapter 5: Combat

Combat

Combat takes place when you encounter an enemy monster (or when they encounter you). Combat usually consists of both monsters taking swipes at each other trying to do as much damage as possible. When a monster attacks a swinging sound will be heard and a star pattern will be seen. If a hit is scored, the star pattern will be solid. If a miss occurs, then the star will be just an outline. When hits take place, damage is done to the target reducing its health. Once a monster's health reaches zero, that monster dies. Anything the monster is carrying will be dropped to the ground.

Hand-To-Hand Combat

Hand-to-Hand combat occurs when monsters attack each other with melee weapons such as swords, maces, axes, etc. A monster must be in a directly adjacent square to attack with a melee weapon. For a monster to hit, the attacking monster's Attack Ability is compared against his target's Defense Ability. The difference indicates the percent chance that the attacker will hit. If a hit is scored, then the attacking monster's damage will be inflicted on the target.

Ranged Combat

Ranged combat occurs when a monster is firing a ranged weapon (such as a bow or crossbow) or casting an attack spell at a target (such as Firebolt). A projectile is launched from the firing monster and flies out at its target. If it encounters a monster, then it will deal its damage to that monster. However, a projectile can hit an unintended target or even a wall. If the projectile hits something other than a monster, then no damage is done.

Damage Types

Besides normal physical damage, there are also several other types of damage which can also be done. These types of damage are reduced by any resistances the monster may possess.

Fire Damage	Damage from a flame which burns its target.
Cold Damage	Sub-zero cold attack which freezes its target.
Lightning Damage	The power of lightning itself electrocutes its target.
Magic Damage	Magic energy causes its target to be torn apart.
Poison Damage	An attack which penetrates the target and poisons them long after the initial hit.

Healing

Once a monster's health is reduced to zero, that monster dies. Your character's health will go up naturally over time. To speed up this process, you can drink Health potions. Health potions increase your character's health in one quick jump.

Chapter 6: Inventory and Items

Inventory & Items

There are many types of items that you will encounter in the game of Dungeon Odyssey. Learning to use them correctly will make a big difference in your character's survival. Most items can be found on the ground and your character can pick them up. Different item types can be used for different purposes.

Worn Inventory

Your character can wear many different items such as armor, helms, belts, boots, etc. Your worn inventory is comprised of boxes which allow you to place items onto your character. Once an item is worn, any magical effects it has will be conveyed to your character. Only one item can be placed in a body position at one time. If an item cannot be placed in a body position, the box will show red. See the list of items below for a description of what item type can be placed in which worn location.

General Inventory

In addition to your worn inventory, you have a general inventory as well. This is a location where any items you pick up will first be placed. Your general inventory can hold any type of item. However, while an item is in your general inventory, you will not receive any bonuses from the item's magical effects. Once your general inventory is full, you cannot pick up any new items.

Item Effects

Some items have magical effects that they will provide to your character once they are worn. These magical effects range from additional damage to improved statistics for your character. All magical effects are cumulative with other items you are wearing. When you look at an item, its magical effects are shown in a pink color at the bottom of their description.

Item Spells

Some items can cast spells when invoked. Scrolls are a type of item which list a spell that can be cast. The spell does not require any mana, and is not dependent on your character's class. Once the spell is cast, the item will disappear from your inventory.

Gold Value

All items are rated with a gold value. The gold value is the amount that this item can be bought or sold for in a store. The value of an item increases with its abilities and its magical effects. The more magical effects, the more valuable the item. Be aware that shopkeepers may buy an item for less than they will sell it back to you for (markup!).

Food

Some items can actually be consumed by your character and are considered food. When you eat an item, it disappears and your hunger value is increased. When your hunger reaches zero, your character is starving and you will start to lose health.

Stacked Items

Stacked items are items which can be stacked on top of each other to take up less space in your inventory. Examples of stackable items are arrows, bolts, and keys. When more than one item is present in a stack, a number will be displayed to show how many are present. Gold is the only exception. All gold is kept in a special purse that will accept any gold you pick up. So when you do pick up some gold, it will not be displayed in your inventory, but instead will show as a total at the top of your screen.

Requirements

Some items have requirements which prevent the item from being used until those requirements are met. If the requirements are not met, then you cannot wear or wield the item. Requirements can be a certain characteristic level (such as "Strength Of 20"), a certain class (such as "Only Rangers Can Wield"), or a weapon which requires two hands to wield.

Ranged Weapons

Some weapons are ranged in nature meaning that they fire some kind of projectile. Bows and crossbows are examples of ranged weapons. Once your character is wielding a weapon of this type, you will require ammo to fire. For a bow, your character must have arrows in his inventory. When you do fire the bow, one arrow will be deducted from your inventory. Once all of the arrows are gone, you can no longer fire the bow.

Item Types

There are many different item types in Dungeon Odyssey. Some items can only be carried, while others can be worn in a particular body location. If an item can be worn, its magical effects will only be in effect for the character if it is actually worn.



Amulet

Worn Location: Neck

An amulet is a necklace with a pendant on the end. An amulet can be worn around the character's neck, and only one can be worn at a time.



Armor

Worn Location: Torso

Armor is a type of clothing which protects the character from physical harm. Armor is worn on the chest and increases a character's defense value.



Arrow

Worn Location: None

An arrow is a projectile fired from a bow at a target. Arrows only need to be in your inventory for you to be able to use them with a bow. With a bow in hand, you can fire arrows at enemy monsters. Arrows may be stacked in your inventory.



Axe

Worn Location: Hands

An axe is a large weapon with one or two carved blades. Axes usually require two hands to wield in combat.



Ball & Chain

Worn Location: Hands

A ball & chain is a large metal ball attached to a long metal chain. This weapon is a favorite of large brutish monsters because it can crush enemies when swung with enough force.



Belt

Worn Location: Waist

A belt is worn around a character's waist to keep his pants up.



Bolt

Worn Location: None

A bolt is a projectile fired from a crossbow at a target. Bolts only need to be in your inventory for you to be able to use them with a crossbow. With a crossbow in hand, you can fire bolts at enemy monsters. Bolts may be stacked in your inventory.



Boots

Worn Location: Feet

Boots are a piece of clothing which protects the character's feet from weapons and sharp rocks.



Bow

Worn Location: Hands

A bow is a weapon which fires arrows at enemy monsters. The bow requires both hands to be used. It will not fire unless you have at least one arrow in your inventory.



Cape

Worn Location: Torso

A cape is a form of clothing that goes on a character's torso. It does not provide much protection but often has magical properties.



Coins

Worn Location: None

Coins are used in Dungeon Odyssey to purchase things. The base form of currency in Luretania is the gold coin. Gold coins do not



Crossbow

Worn Location: Hands

A crossbow is a weapon which fires bolts at enemy monsters. The crossbow requires both hands to be used. It will not fire unless

take up inventory space, but reside in a special coin purse.



Crown

Worn Location: Head

A crown is often worn by a king to signify his status. Though they do not provide much protection, they often have magical properties that they imbue on the character when worn.



Food

Worn Location: None

Food is consumed by your character to keep from starving. Just place food on the food plate icon in your inventory to have your character eat the item.



Hammer

Worn Location: Hands

A hammer is weapon usually comprising a stick with a large flattened head on one end. Though usually used in blacksmithing, they are also quite useful for head bashing.



Key

Worn Location: None

Keys are used in Dungeon Odyssey for unlocking locked doors and chests. Each lock you encounter may require a different kind of key. Keys may be stacked in your inventory.



Mushroom

Worn Location: None

A mushroom is a fungus usually found in caves. Though ugly to look at, they are usually edible. Beware of their psychotropic effects.



Potion

Worn Location: None

A potion is a container filled with a magical liquid. What the liquid does is often a mystery. You can drink potions to improve your health, mana, and other statistics.



Scepter

Worn Location: Hands

A scepter is a metal rod that is often carried by a Priest. It can be used as a weapon, but is often carried for its magical powers.



Shield

Worn Location: Hands

A shield is a metal or wood barrier that is



Flail

Worn Location: Hands

A flail is a relative of the ball & chain except that a handle has been added for stability. A flail can be used in either hand as a weapon.



Gloves

Worn Location: Over Hands

Gloves are clothing that are worn over the character's hands to protect them from damage.



Helm

Worn Location: Head

A helm is a protective cap that is worn on the character's head.



Mace

Worn Location: Hands

A mace is similar to a hammer, except that the metal head is better balanced and not flattened on one end.



Pick

Worn Location: Hands

A pick is normally used by miners to chip away rock to find rare minerals and jewels. In a spot, it can be used as a formidable weapon.



Ring

Worn Location: Ring Fingers

Rings are worn on either hand and can provide magical benefits to your character. A character can only wear 1 ring on each hand.



Scroll

Worn Location: None

Scrolls are parchment upon which the incantations for spells have been written. Any class can invoke a spell, and they do not require any mana to cast.



Shovel

Worn Location: Hands

A shovel is used by laborers to dig large

carried by a person and is used to block incoming attacks. A shield must be carried in one hand while a weapon is carried in another. Therefore you cannot use a shield if you are using a weapon which requires two hands.



Sling

Worn Location: Hands

A sling is long strap of animal pelt which is used to fling stones at high velocity. The sling is useless with a stone in inventory to launch.



Staff

Worn Location: Hands

A staff is a tall wooden pole which is usually enscribed with magical symbols. They are often carried by druids as a focal points for their magical abilities.



Trident

Worn Location: Hands

A trident is similar to a spear except that the metal head has been shaped into 3 sharp prongs. In all respects it is identical in usage to a spear.



Wand

Worn Location: Hands

A wand is a small metal pole which is enscribed with magical glyphs. The wand is normally carried by a mage and has magical effects which it conveys to the wielder.



Spear

Worn Location: Hands

A spear is a long wooden pole with a sharpened metal head attached to the end. Spears are very useful weapons which can keep attackers at bay.



Sword

Worn Location: Hands

Swords come in many shapes and sizes and are excellent melee weapons. They come in two varieties, the long sword and the short shord. Normally a long sword requires two hands to wield, while a short sword only requires one.



Vial

Worn Location: None

A vial is a form of potion that it is much smaller in size. Vials often contain a liquid that can be ingested to imbue the drinker with magical abilities.

Chapter 7: Skills and Spells

All characters have some kind of skills or spells. Skills are abilities your character has which are always in effect (they are always on). Spells are magical abilities that your character can cast at a cost in mana points. Weapon Proficiencies are considered skills in these descriptions.

Mana Cost

All spells have a cost in mana. This is the amount of mana that your character will have to spend to cast this spell. Skills do not have a mana cost because they are always in effect. If your character does not have enough mana, then they will not be able to cast the spell.

Duration

Some spell effects have a specific duration. This means that when you cast them, the effects of the spell will only last for a specific amount of time. For example, the spell "Bark Skin" will increase a character's physical resistance for about 20 seconds. Once that time expires, your character's physical resistance will return to normal.

Target

All spells have a specific target that they are cast on. Skills are always on, and always effect just your character. Some spells are self-effecting, meaning that the spell is cast only upon your own character. Other spells are "Projectile" which means that you launch the spell's projectile (for example fire ball) at the location your mouse is pointing at. Still other spells are "Monster Area" which means that the spell will effect all enemy monsters in a given radius from where your mouse is pointing. The radius is determined by the Area Effect Radius setting.

Area Effect Radius

This value is the radius in yards of the spells effect. This only applies if the spell's target is "Monster Area".

Required Minimum Character Level

Some spells will only become available to your character when your character reaches a certain level. You will be able to see the spell in your Spell Selection List, but it will be displayed in red, and you will be unable to spend any spell points on it.

Magical Effects

Each spell and skill has some kind of magical effect associated with it (sometimes more than one). This magical effect is applied to the target of the spell when it is cast. For skills, the magical effect is on the character and is always in effect. For example, a spell's magical effect might be "+3 to Strength". This means that when you cast the spell, your character will gain 3 points in strength for the duration of the spell. If cast at a monster, a magical effect of "-20 to Defense Ability" would be added to the monster and would cause that monster's Defense Ability to be reduced for the duration of the spell.

Weapon Proficiencies

Weapon Proficiencies are specific skills your character has with certain weapons. Each additional skill level that is added to a proficiency results in an increased amount of damage and attack ability when using a weapon of that type.



Axe Proficiency

Classes: Fighter

Improves your damage and attack ability when using an axe or a pick.



Crossbow Proficiency

Classes: Thief, Ranger

Improves your damage and attack ability when using a crossbow.



Flail Proficiency

Classes: Fighter, Paladin

Improves your damage and attack ability when using a flail or a ball & chain.



Mace Proficiency

Classes: Fighter, Paladin

Improves your damage and attack ability when using maces, hammers, and shovels.



Short Sword Proficiency

Classes: Fighter, Thief, Ranger

Improves your damage and attack ability when using a short sword.



Spear Proficiency

Classes: Ranger

Improves your damage and attack ability when using a spear, trident, or pike.



Wand Proficiency

Classes: Mage

Improves your damage and attack ability when using a wand.



Bow Proficiency

Classes: Thief, Ranger

Improves your damage and attack ability when using a bow.



Dagger Proficiency

Classes: Thief

Improves your damage and attack ability when using a dagger.



Long Sword Proficiency

Classes: Fighter, Ranger

Improves your damage and attack ability when using a long sword.



Scepter Proficiency

Classes: Priest

Improves your damage and attack ability when using a scepter.



Sling Proficiency

Classes: Thief, Ranger

Improves your damage and attack ability when using a sling.



Staff Proficiency

Classes: Druid

Improves your damage and attack ability when using a staff.

Skills

Skills and abilities are magical effects which are always on. As long as your character has the skill, the magical effects will be added to your character. For example, the spell "Holy Robes" will add resistance to all damage types all the time.



Barbed Attack

Classes: Thief
Specialized attack techniques which decreases the target's defense.



Bash Doors

Classes: Fighter, Paladin, Ranger
Ability to bash open a locked or stuck door.



Battle Presence

Classes: Fighter
Incredible battle presence weakens all of your enemies.



Detect Secret Doors

Classes: Thief
Ability to detect secret doors when they are nearby.



Detect Trap

Classes: Thief
Ability to detect and disarm traps.



Dodging

Classes: Fighter
Advanced ability to dodge hand held and missile weapons.



Glorious Presence

Classes: Paladin
Chance to frighten away monsters just with your magnificent presence.



Holy Robes

Classes: Paladin, Priest
Holy vestments increase resistance to all forms of damage.



Magic Aura

Classes: Mage
A magic aura increases a character's mana generation.



Nature's Cloak

Classes: Druid
Healing power of nature increases resistance to all damage types.



Pick Locks

Classes: Thief
Chance to open a locked door by picking the lock.



Poison Damage

Classes: Thief
Ability to lace weapons with a deadly poison.



Stealth

Classes: Thief, Ranger
Ability to move in the shadows and remain undetected.



Use Two Weapons

Classes: Fighter
Ability to wield a weapon in each hand.



Vampiric Attack

Classes: Thief
Specialized attack which actually drains life from a target.

Self-Effecting Spells

Self-Effecting spells are cast on your own character. You can simply right-click anywhere in the main display as you are always the target of the spell. The spells often will add magical effects to your character which will last for a specific duration of time.



Bark Skin

Classes: Ranger, Druid
Super tough skin helps prevent damage.



Berserk

Classes: Fighter
Hyper-rage increases character's damage and attack ability.



Cleansing Armor

Classes: Druid
Magical armor helps to prevent poison damage.



Cloak of Darkness

Classes: Priest
Dark shadows help to obscure you from monster detection.



Cold Enchant

Classes: Paladin, Ranger, Priest
Magic enchantment which adds cold damage to your attacks.



Create Food

Classes: Priest
Magically call forth food to satisfy your hunger.



Cure Disease

Classes: Ranger, Priest, Druid
Magically cleanses your body of poisons.



Deadly Precision

Classes: Druid
Magical enhancement improves your ability to hit monsters.



Detect Evil

Classes: Paladin, Priest
Gives you the ability to see evil monsters in the darkness.



Diminish Hunger

Classes: Thief, Ranger, Druid
Magically satisfy that hunger craving.



Fire Armor

Classes: Druid
Magical armor helps to prevent fire damage.



Fire Enchant

Classes: Paladin, Ranger, Priest
Magic enchantment which adds fire damage to your attacks.



Giant Strength

Classes: Fighter
Call upon the ancient strength of the storm giants.



Healing

Classes: Paladin, Priest
Heals your character of wounds.



Ice Armor

Classes: Druid
Magical armor helps to prevent cold damage.



Infravision

Classes: Druid
Gives the character the ability to see enemies in the dark.



Light

Classes: Paladin, Mage, Priest
Increases the current illumination around the character.



Lightning Armor

Classes: Druid
Magical armor helps to prevent lightning damage.



Lightning Enchant

Classes: Paladin, Priest
Magic enchantment which adds lightning



Magic Armor

Classes: Druid
Magical armor helps to prevent magic

damage to your attacks.



Magic Shield

Classes: Mage

Magical shield helps prevent damage of all kinds.



Rage

Classes: Fighter

Blind rage increases a character's physical damage.



Thorns

Classes: Druid

Attackers are hurt when they hit you.

damage.



Nature's Bounty

Classes: Druid

Bounty of nature increases all forms of damage.



Remove Curse

Classes: Priest

Magically remove any effects of being cursed.



Vigor

Classes: Fighter

Improves your life regeneration abilities.

Ranged Attack Spells

Ranged attack spells are spells which are cast towards a given location. When you right-click on the main display, you will cast the spell at the location you are pointing. Some spells are termed "Projectile", which means that they actually fire a projectile at the target (examples are the fire ball, ice bolt, etc.) The projectile will continue until it hits a monster or a wall. Other spells are an area-effect spell which will effect all enemy monsters in a given radius from the location where you are pointing.



Ball Lightning

Classes: Mage
Generates a large ball of lightning which is directed at a target.



Beffuddle

Classes: Priest
Mental attack decreases monster's attack ability.



Curse Evil

Classes: Paladin, Priest
Condemn all evil monsters and reduce their defenses.



Dancing Lights

Classes: Ranger, Druid
Dancing forest lights distract monsters.



Detect Weakness

Classes: Thief
Magically detect and exploit an enemy's weakness.



Divine Aura

Classes: Paladin, Priest
Your powerful aura can cause blindness in lesser creatures.



Divine Conversion

Classes: Priest
Use of the divine presence can cause enemies to become friends.



Fire Ball

Classes: Mage
Generates a large ball of flames which is directed at a target.



Fire Bolt

Classes: Mage
Creates an arrow of flames which is launched at a target.



Fire Storm

Classes: Mage
Generates a storm of flames which follows and bombards its target.



Glorious Bonds

Classes: Priest
Magical bonds encumber the monster and reduce their damage.



Holy Pierce

Classes: Priest
Holy enchantment makes an enemy's defenses easier to pierce.



Ice Ball

Classes: Mage
Generates a large ball of ice which is directed at a target.



Ice Bolt

Classes: Mage
Creates an arrow of ice which is launched at a target.



Ice Storm

Classes: Mage
Generates a storm of ice which follows and bombards its target.



Lightning Bolt

Classes: Mage
Creates a bolt of lightning which is launched at a target.



Lightning Storm

Classes: Mage
Generates a storm of lightning which follows and bombards its target.



Magic Ball

Classes: Mage, Priest, Druid
Generates a large ball of magic which is directed at a target.



Magic Bolt

Classes: Mage, Priest, Druid

Creates a magic arrow which is launched at a target.



Magic Storm

Classes: Mage, Priest

Generates a magical storm which follows and bombards its target.



Piercing Attack

Classes: Thief

Ultra precise attack reduces a target's resistance to damage.



Poison Ball

Classes: Mage

Generates a large ball of poison which is directed at a target.



Poison Bolt

Classes: Mage

Creates an arrow of poison which is launched at a target.



Poison Storm

Classes: Mage

Generates a storm of poison which follows and bombards its target.



Sleep

Classes: Druid

Attempt to induce a monster to fall into a deep sleep.



Tame Beast

Classes: Ranger

Ability to tame monsters to your will.



Turn Undead

Classes: Paladin, Priest

Bolt which causes massive damage to undead creatures.



Web

Classes: Druid

Magical web which reduces a target's movement.

Summoning Spells

Summoning spells open up a magical doorway and bring forth a monster. This monster will accompany you on your travels and will defend you from your enemies. Typically, only one monster of a given type can be summoned at a time.



Summon Air Elemental

Classes: Mage

Summons a fierce creature of pure wind to fight at your side.



Summon Angel

Classes: Priest

Summons one of the great warrior angels to protect you.



Summon Armored Beast

Classes: Ranger, Druid

Calls forth an armored beast from the wilderness to accompany you on your journey.



Summon Bat

Classes: Druid

Attracts a bat and enslaves it to your will.



Summon Cold Vortex

Classes: Mage

A cold vortex is a pure whirlwind of ice which will damage any enemies that get too close.



Summon Dog

Classes: Ranger, Druid

A well trained attack dog can help you in all situations, and be a life-long friend!



Summon Dragon

Classes: Druid

Calls forth a grand dragon that can combat the most powerful foes.



Summon Eagle Lion

Classes: Ranger, Druid

The Eagle Lion has long been used by the Ranger as both a guard and a mount.



Summon Earth Elemental

Classes: Mage

The very earth itself rises up into a shambling mass of rocks and dirt to serve your will.



Summon Fire Elemental

Classes: Mage

A fire elemental is a creature of pure flame that takes pleasure in setting your enemies alight!



Summon Fire Vortex

Classes: Mage

A fire vortex is a whirlwind of pure fire which will throw itself at any enemies that come near you.



Summon Ghost

Classes: Priest

A ghost which serves as a bodyguard can prove most useful with its soul-killing touch.



Summon Giant Beetle

Classes: Druid

Calls forth a giant beetle and commands it to do your bidding.



Summon Giant Lizard

Classes: Druid

A danger in its natural state, this spell will subdue the giant lizard and force it to protect you.



Summon Giant Turtle

Classes: Druid

This spell summons a giant turtle to protect your with its well armored carapace.



Summon Golem

Classes: Mage

Long used by mages as bodyguards, the golem is a stone statue brought to life through magic.



Summon Hydra

Classes: Druid

The multi-headed hydra is a great companion in a battle where one is surrounded!



Summon Lightning Vortex

Classes: Mage

A lightning vortex is a whirlwind of pure lightning which will shock any enemies who

come near.



Summon Major Demon

Classes: Mage

If the demon can be properly bound, a Major Demon is a tremendous asset in any battle.



Summon Minor Demon

Classes: Mage

A Minor Demon can be summoned to guard you and to advise you in the ways of evil magic.



Summon Pheonix

Classes: Priest

The great bird of flame can be summoned to smite your enemies and lay waste to everything in its path.



Summon Poison Vortex

Classes: Mage

A poison vortex is a whirlwind of deadly poison which will sicken any enemies who come near.



Summon Rat

Classes: Druid

Considered a vermin to be eradicated, a rat that is bound to your will can be very useful against enemies.



Summon Scorpion

Classes: Druid

The deadly sting of the scorpion will serve you well in many battles.



Summon Skeleton

Classes: Priest

A powerful priest can raise the dead and force them to fight against those who would follow the dark ways.



Summon Skeleton Lord

Classes: Priest

A high-level fighter that is raised from the dead becomes a powerful Skeleton Lord and a formidable ally.



Summon Snake

Classes: Druid

Calls forth a poisonous snake to defend you from harm.



Summon Spectre

Classes: Priest

A reanimated mage is a powerful protector for any wayward priest.



Summon Void Elemental

Classes: Mage

A creature formed from the very void between the planes can cause madness in its victims.



Summon War Elephant

Classes: Druid

Used by many great armies of Luretania, the War Elephant is a powerful force on the battlefield.



Summon Water Elemental

Classes: Mage

A creature that is water in all is destructive glory follows your every command.



Summon Wraith

Classes: Priest

Often the slave to dark powers, a wraith can also be summoned by a powerful priest to follow the righteous path.



Summon Yeti

Classes: Druid

Once thought to be only a myth, the mighty yeti can be called from its layer to help you in your quest.

Chapter 8: Monsters

Monsters

There are many types of monsters you will encounter in the land of Luretania. Some monsters are friendly, and some are very dangerous.

Movement Types

There are four different ways that a monster can move. These are:

Land	Most monsters move on the land by walking or running. A monster moving by land will be blocked by walls, trees, doors, etc.
Air	Some monsters can fly such as bats, dragon flies, and dragons. These creatures can move over blocking terrain such as trees, and can fly over water.
Water	There are also monsters which swim through the water. These monsters can only move within bodies of water.
Ethereal	Monsters such as ghosts are actually ethereal and can move through most objects. They can move easily through doors and walls.

Level

Just like your character, monsters can attain higher levels as well. The level of the monster gives you a relative idea of how strong it is. For example, a level 2 bat is stronger than a level 1 bat. The bat will have more health and have a better attack and defense rating. The level of a monster also dictates how much experience you will get for killing it. If the monster's level is higher than yours, then you will get a bonus in experience for killing it. You will also receive reduced experience for killing monsters that are at a lower level than your character.

Health

The health of a monster is how much damage it can withstand before it dies. When a monster's health reaches zero, it dies and anything it is carrying will be dropped on the ground.

Special Abilities

Some monsters have special magical abilities. These magical effects are similar to the effects you can find on items. These effects may give the monster added health, more resistance to damage, or the ability to cause different damage types.

Spells

High level monsters may have the ability to cast spells. These spells are exactly like the ones your character can cast and have just as much power. The most common types of spells are ranged attacks such as fireball or magic bolt.

Response Range

Each monster has a response range at which it will "notice" other monsters. If your character is outside of this response range, the monster will not take notice of you. As you get closer to the monster, the likelihood of it noticing you will increase, as does the chance that it will attack.

Items Carried

Most monsters carry basic items such as gold and potions. These items will be dropped to the ground when the monster is killed. More advanced monsters may carry additional items such as weapons or armor.

Talking

Monsters can be grouped into two distinct categories: Friendly and Not-Friendly. Friendly monsters will not attack you and often will talk to you. To talk to a friendly monster, just right-click on them. A window will be displayed asking if you want to talk to the monster, and if they sell items, whether you wish to purchase items from them. If a monster can do neither of these, no window will be displayed, but you will not attack the monster either. Your character will only attack Not-Friendly monsters.

Some of the Monsters to be found in the land of Luretania:



Armored Beast

Habitat: Caves of Tarlumain

A relative of the gentle rhino, the armored beast has developed a thick armored skin that is resistant to spear attacks. Though slow moving, they can be quite dangerous when enraged.



Bat

Habitat: Caves of Tarlumain

A normal cave dwelling bat which has become rabid and fears nothing. They will attack humans on sight.



Creeping Ooze

Habitat: Caves of Tarlumain

A cave mold which has grown large, mobile, and become carnivorous. These creatures are very slow moving and often stay hidden in the dark.



Dark Elf

Habitat: Temple of Tarlumain

An offshoot from the noble races of elves, the dark elves were corrupted by the dark powers that they coveted. They descended into the subteranean depths to serve their dark masters.



Demon - Minor

Habitat: Crypt of Tarlumain

A less powerful form of demon that is often called forth by mages seeking advice. If a rift between worlds has been opened, they are the first wave to invade from their dark demenses.



Dragon

Habitat: Everywhere

Dragons are one of the oldest races in the land of Luretania. They are highly intelligent, very powerful, and can breath a variety of deadly gasses. They can range in age from babies to ancient dragon lords.



Elder

Habitat: Dungeons of Tarlumain

Another of the ancient races of Luretania, the Elders long ago fought a great war against the dragons. The elders lost their war and were



Beetle

Habitat: Caves of Tarlumain

Not the simple garden variety, these carnivorous beetles have grown to enormous sizes. They typically travel in packs and have been known to take down stray cattle.



Cave Ghoul

Habitat: Caves of Tarlumain

Lost souls of criminals who hid out in the caves under the city of Tarlumain have come back to haunt the caves. They are attracted to any heat sources or warm-blooded animals.



Cyclops

Habitat: Dungeons of Tarlumain

A once proud race of warriors that traded one of their eyes in a pact with demons to gain the power to see the future. They can indeed see the future, but only the time of their own deaths. They are adept warriors and don't care for outsiders.



Demon - Major

Habitat: Crypt of Tarlumain

Called forth from the planes of hell, demons are very powerful magical beings. They can cast spells with all the power of a mage, and seek to destroy all that is pure and good.



Desert Mercenary

Habitat: Dungeons of Tarlumain

The Desert Mercenaries are a race of nomadic warriors from the southern desert of Luretania. In recent years, they have been displaced from their desert home and now seek employment as mercenaries for hire.



Eagle Hound

Habitat: Wilderness of Luretania

The Eagle Hound is a relative of the sphinx and the gryphon. With the body of a lion and the head of a large eagle, they are a very formidable presence. They are often used by Rangers as mounts.



Evil Gnome

Habitat: Dungeons of Tarlumain

The proud gnome race has an offshoot much like the dark elves. The evil gnomes broke away from the other gnome tribes when

scattered across the land. They are now a broken and homeless people. They will defend their current territory with passionate zeal.



Floating Eye

Habitat: Dungeons of Tarlumain

The floating eyes are a race of creatures created by the demons to plague mankind. Several centuries ago, humankind banned together to eradicate these evil creatures, but some still survive in the dark hidden places.



Floating Jelly

Habitat: Caves of Tarlumain, Northern Ice Caves

The floating jelly is a relative of the ocean going jellyfish, but has evolved through magic to an air moving variety. Their tentacles are highly poisonous, and they are known to hunt warm blooded animals.



Giant Ant

Habitat: Caves of Tarlumain

An evil mage once experimented with creating an army of huge insects. His best success was with an enlarged ant variety, but some escaped to the wild. These creatures are very fast and often travel in large groups.



Giant Centipede

Habitat: Caves of Tarlumain

The power of magic has caused certain varieties of animals and insects to mutate to better survive in their environment. The giant centipede is one example, and is a deadly threat to many towns in the deep wilderness.



Giant Dragon Fly

Habitat: Southern Desert

The giant dragon fly is a danger to many cattle and settlers in the wilderness of Luretania. Their great size and speed allows them to attack in the blink of an eye and carry off entire animals.



Giant Spider

Habitat: Southern Desert

The giant spider has long been a minor threat to the people of Luretania because of their seclusion in the desert region. However, in the last few years their numbers have grown large and they are spreading. Beware the sticky web they shoot to slow their victims.



Green Ogre

Habitat: Temple of Tarlumain

The green ogre is a large brutish creature which is not too bright. They tend to stay to themselves in small tribes away from civilization. They are very strong and skilled in hand-to-hand combat.



Grey One

Habitat: Caves of Tarlumain

The Grey Ones are a race of cave dwellers which rarely venture to the surface. Their eyes are very sensitive to light and they eat a variety of cave moss. They are very suspicious of surface dwellers.



Hydra Lion

Habitat: Caves of Tarlumain

The hydra lion is a dangerous beast with the body of a lion and multiple serpent heads. They often move in packs, and as they age they grow more heads. They are unpredictable and often hunting for food.



Imp

Habitat: Southern Desert

During the last great invasion of demon kind, the race of imps was created by the mating of a human and a demon. These beings are wholly evil and seek to destroy humankind whenever they can. They employ a variety of magic abilities such as teleportation.



Orc

Habitat: Southern Desert

The orcs are a warlike race of humanoids. They have long battled with the humans, gnomes, and elven kind for control of the entirety of Luretania. They trained from birth to be warriors and to hate all beings unlike themselves.



Orc – Grey

Habitat: Temple of Tarlumain

The grey orcs are a distinct race of orcs which have advanced their technology to a high level. They are quite intelligent and employ magic regularly. Though they are more civilized, they are still quite militant.



Orc – Red

Habitat: Temple of Tarlumain

The red orcs are the result of a demon / orc crossing. They are distinctly magical beings that follow the path of darkness. In many past conflicts, they have been employed as the foot soldiers of the dark powers.



Pardok

Habitat: Dungeons of Tarlumain

The Pardok were once a very enlightened and peaceful race. After demons decimated much of their society, the remaining populace scavenged to stay alive. They now serve any master who promises to take care of them and return them to their former glory.



Rat

Habitat: Southern Desert

Large dungeon dwelling rats are quite vicious and deadly. They often carry rabies and are known to eat their own when food runs low.



Scorpion

Habitat: Southern Desert

A larger variety of the standard desert scorpion, giant scorpions are carnivorous and deadly. Their sting will paralyze their prey until they have time to consume it slowly.



Skeleton

Habitat: Dungeons of Tarlumain

Skeletons are the reanimated corpses of dead humans (with less meat than a zombie). Evil mages employ skeletons as guards or to build makeshift armies. Though not very tough, they fear nothing because they are already dead.



Snake

Habitat: Wilderness of Luretania

Typical wilderness snakes are not much of a threat unless encountered in large numbers. Their bite is often poisonous and is something to be avoided. In recent years, dark forces have caused plagues of snakes to attack settlements in the deep wilderness.



Spectre

Habitat: Crypt of Tarlumain

A spectre is a reanimated mage that is part skeleton and part ghost. Spectres are imbued with a massive dose of evil magic and are very powerful. They can often cast spells of their own and always serve an evil master.



Tarkum

Habitat: Dungeons of Tarlumain

The Tarkum race was created from a crossing of an orc and an ogre. Though not found in large numbers, the Tarkum has survived because of their ruthless cunning and prowess in battle.



Titan

Habitat: Temple of Tarlumain

The titans, also known as giants, are a humanoid race that employed magic over the eons to enlarge their size. Modern titans often stand 14 to 20 feet tall and can smash rocks with their bear hands.



Tree Dweller

Habitat: Dungeons of Tarlumain

The Tree Dwellers are a race that evolved in the deep wilderness of Luretania. Not much is known about these people, except that they often raid villages for food and speak an incomprehensible language.



Troll

Habitat: Dungeons of Tarlumain

The troll race is an ancient one that has long been at war with the gnomes and the dwarves. These dark creatures live entirely underground and have an evil nature. They live to make war on any other race that venture beneath the surface.



Vile Worm

Habitat: Caves of Tarlumain, Northern Ice Caves

Vile Worms (also known as Cave Worms) are sightless creatures that attach on to other creatures and drain them of their life. These parasites live in dark cold climates and sense their prey based on heat.



Watcher

Habitat: Temple of Tarlumain

The Watcher race has lived for many eons in secrecy. Few humans has ever seen a Watcher, and those that have find their three eyes quite ominous. They have been known to provide assistance to the orcs in their many wars.



Yeti

Habitat: Dungeons of Tarlumain, Northern Ice Caves

The yeti is an offshoot of the carnivorous ape which tends to like in cold climates. They are quite large at 10 feet tall, and have claws which can rend a man to pieces with one swipe. They are perpetually hungry and will attack most living creatures.



Zentrath

Habitat: Dungeons of Tarlumain

The Zentrath are a cold and evil race which have made many pacts with demon kind. Though they have never achieved their goals of world domination, they will make any pact to improve their lot. They care little for other races and prefer to seek relations through military engagements.

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