

SPELLS OF GOLD



User's Manual

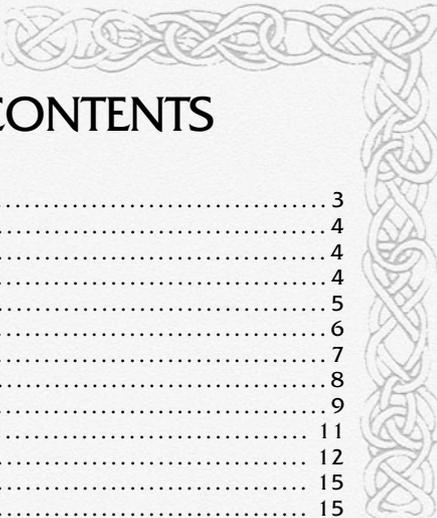
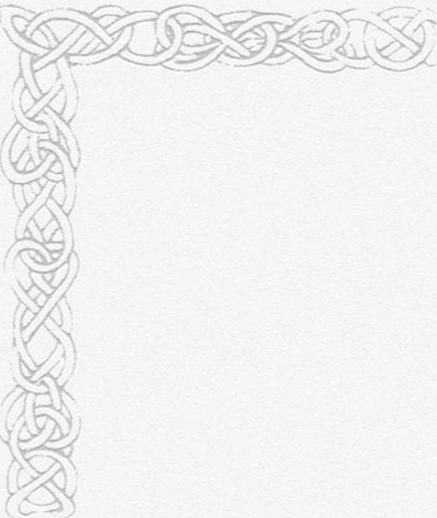
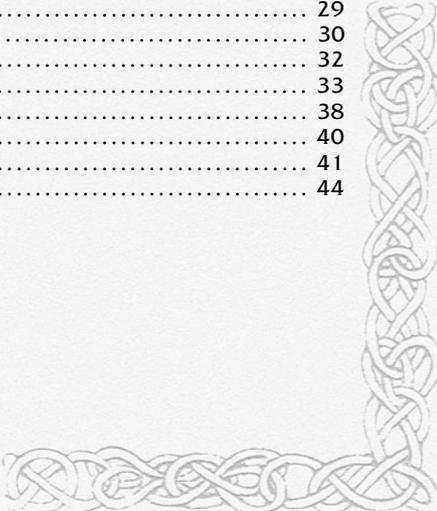


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SYSTEM REQUIREMENTS

The minimal system requirements:

CPU	Pentium 1 50
RAM	16 Mb
Free hard drive space	700 Mb
OS	Windows 95/98/ME/2000
Video card	1Mb
CD-ROM	4E speed
Sound card	Windows 95/98/ME/2000/XP compatible
Mouse	

To successfully run the game you must have DirectX version 7.0 or better installed on your computer.

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INSTALLATION

To install the game, insert the **Spells of Gold** CD into your CD-ROM drive. Follow the step-by-step instructions on the screen. To install the game under Windows 2000 or Windows XP the user must have administrative privileges.

UNINSTALLATION

If you have placed the **Spells of Gold** shortcuts in the Start Menu, remove the game by selecting Start>Programs>Buka>Spells_of_Gold and choosing the **Spells of Gold Uninstall** option. This program will remove the installed game from your computer.

You can remove the game manually by selecting the Install/Delete option in the Control Panel.

You can simply select Delete in the Install/Run screen of the program.

FOREWORD

Thank you for choosing our game. We hope it will become as dear to you as it has to us. Designing this game wasn't an easy job, but we worked hard to bring you this complete and complicated product. We tried to create an appealing, welcoming and endearing world you would want to return to over and over again. We hope our dream will come true. May your Monrok bag never grow thin! Have a good time playing the game ☺.

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MAIN MENU

Once the Introductory movie is over, you are directed to the Main Menu.



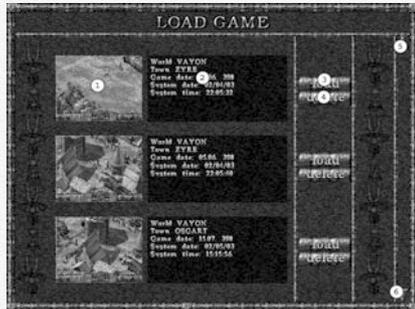
6 The Main Menu consists of several options (“buildings”): **New Game**, **Load**, **Credits**, **Options** and **Quit**. When you move the cursor over one of the “buildings”, it becomes highlighted by a colorful, shining frame, and the option text becomes visible in area ①. Select **New Game** to start a new game; **Load** to resume a saved game; **Credits** to learn about the game designers; **Options** to change the game settings; or **Exit** to quit to OS.

SAVING A GAME



7 You can save only in towns, within the safety of the town walls. Press **F2** to bring up the Save Game screen. You can save over an existing saved game (for example, slot ①) or to an empty slot (slot ②). Click the Save button next to the selected slot ① to save your game. You can also delete previously saved games from this menu by clicking the Delete button next to the slot ③. Scroll through the saved games list using arrows ④ and ⑤.

RESUMING A SAVED GAME



8 You can load a saved game at any time. Select the **Load Game option** in the **Game Menu** or press **F3** to bring up the **Load Game screen**. The slots contain previously saved games. Area ① shows the place on the town map where you saved. Area ② contains the place and time (both game and real) data. Click the Load button next to a slot ③ to resume a saved game. You can also delete previously saved games from this menu by clicking the Delete button next to the slot ④. Scroll through the saved games list using arrows ⑤ and ⑥.

MAIN CONTROLS

The left mouse button is the action button for the game. Click LMB on a place on the ground to make your character move there; click on hostile creatures to start a fight and on friendly townsfolk to strike up a conversation. Click on an item to pick it up, on a chest to open it, on the town gate or a building entrance to get inside. Travel between towns and worlds by clicking the LMB on road signs and portals.

SHIFT + LMB – stand-still attack – your character keeps fighting but won't change current position.

Right mouse button – cast the selected spell.

Cursor keys – scrolling.

C – center the camera on the PC.

F2 – saving a game.

F3 – resuming a saved game.

F12 – taking screenshots. Your screenshots are saved to `Game_Folder \Data \Shots`.

Alt+Q – quit playing.

S – opens your spell book. Select a spell and click the LMB on it. To use the selected spell, click the RMB on the target.

P – opens your prayers book. To pray, select a prayer and click the LMB on it.

T – brings up the active skills panel. To activate a skill, click the LMB on it.

Inventory (backpack)

To see your inventory (backpack), press **I** or click icon ⑭. To drop an inventory object, hold the **LMB** and click the **RMB** on the object.

To drink a potion, press and hold down the **LMB** and drag the flask to the paper doll (right part of the screen).

Quests

You can take up quests in the buildings. Click the **Quests** button once you're inside. To check on your current quests, click icon ⑮ in your **Quests** panel.

Trading

To trade with armorers and alchemists, simply drag items from the counter into your backpack and vice versa.

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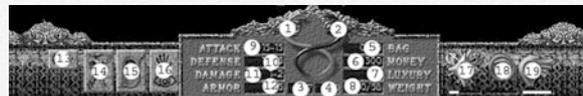
Trading in stores

Click on a pile of goods to bring up the **Trading screen**. State the amount of goods you wish to purchase and click the **OK** button. To cancel the deal, press **Esc**. To decrease the amount of goods to buy, hold the **CTRL** key and click the buttons with numbers in the **Trading screen**. The amount of goods will decrease by chosen number.

Remember:

Some goods tend to lose quality/go sour over time, so don't be surprised if prices drop after a long travel.

INTERFACE MAIN PANEL



Bar ① shows health status of your character. Bar ② indicates the magical energy you have. Slots ③ and ④ show the current number of your HP and MP. Number ⑤ shows the fullness of your Monrok bag: used space/maximum space. Number ⑥ is the amount of money you have. Number ⑦ represents your Luxury attribute (your well-being in this world), influencing the attitude of the NPCs. Number ⑧ is the encumbrance of your character: current load/maximum load. If your character becomes encumbered, his walking speed changes to very slow and he becomes easy prey for the monsters. Number ⑨ shows the attack level (the ability of making precise hits and bypassing enemy's defenses): min, max. Number ⑩ shows the defense level of your character (the ability to withstand the attacks of your foes; parry and dodge): min, max. Number ⑪ shows damage delivered via successful hits: min, max. Number ⑫ shows your armor status (natural body defenses plus protective gear). Icon ⑬ brings up the Game Menu. Icon ⑭ brings up the Attributes panel. Icon ⑮ opens the Quest Book. Icon ⑯ opens the Spell Book. Icon ⑰ shows Combat Level of your character. The yellow column shows your progress towards level-up. Icon ⑱ shows your Magic Level. Icon ⑲ shows your Trade Level.



The in-game date is part of the Interface Main Panel and is shown most of the time in the upper right corner of the screen.

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GETTING STARTED

To start playing *the Spells of Gold*, click **New Game** option in the **Main Menu** or **Load Game** to resume a saved game.

Your adventure starts in the town of Zyre, in the world of Vayon. Take your time getting familiar with the game environment: nothing can menace you within the town walls. Each town has several buildings for you to enter and perform various actions: the inn owner will rent you a room, the store owner will be eager to sell some goods. It's a good idea to drop by at the armory for a start. You'll need some armor and weapons in your travels. Remember that the selection of items in an armory changes as your character grows more experienced, and owners will start offering you better (and more expensive) stuff. To equip the items you've bought, press **I** or click the **LMB** on the portrait of your character in the **Main Panel** (bottom part of the screen).

Once you're done with the armorer, pay a visit to the local town hall. It's a good place to pay taxes (keep in mind: if the town has a town hall, you will have to pay entrance toll by the town gate as well as the taxes on profit you make in this town). Of course, you can buy a patent for toll-free entrance and tax-free trade. The duration of such patent may be up to several months depending on its cost. The World patent allows you tax-free trading throughout Vayon.

Almost every town has an inn. It's a place to rest and recover. Inns offer different types of accommodation – from a cheap shabby room up to a luxurious suite. The better the room, the faster your character recovers. And sure enough, the better the room the more it costs.

Now that you're fully equipped and eager to move on, it's time to make some profit. Are you ready? Great! Visit a local store to purchase some goods. Take your time making a careful choice. You should buy something that could bring you good profit in another place. It's a good idea to visit other towns first to learn what's in demand and of high value there.

Leave the town of Zyre (walk through the town gate). Be careful: you've just left the protection of the town walls and may get into trouble! An encounter with a bunch of brigands, hungry beasts or a band of undead

may turn out to be fatal for you. You may want to pay those brigands rather than fight them. Alas, skeletons and wild beasts don't accept bribes... Presuming you've successfully walked to the location edge, you should now see the road signpost. Approach closer to bring up the **World Map**. (You may consult the **World Map** at all times by pressing **M**, but you won't be allowed to travel unless you are at a signpost). Select the town that will be your destination. Have a nice trip! Remember, traveling takes time, and many goods tend to spoil. If you've bought perishable goods (you can learn that during the purchase), plan your travel schedule carefully! The map shows not only town information, but the distance (in days of travel) as well. Learn the **Geography** skill to speed up your travels!

Vayon is but one of the many worlds of Lokatrienn. There are over **25** of them, and more will become open to you as your character gains experience and solves quests.

Enough about the worlds. Let's move on to profit ("money makes the world go 'round..."). There are numerous ways of filling your purse with shiny coins. If trading is just not for you – don't give up, there are other ways of saving money for a new two-handed sword. Try solving quests for the townsfolk. Enter a building and click the **Quests** button to get a well-paid quest. Solving quests improves your reputation and influences the attitude of the NPCs. High reputation allows you to get better quests and prices. Still another way is to find nice armor and weapons and then go slashing through the undead hordes and brigands. Armorers will gladly buy trophies from you.

There are various ways of spending your (not-so-very) honestly-earned money. Remember, money is just a way of getting something you need. Beside trading and room renting you may spend money on education. You can learn spells and all the 23 skills. The Vayon world schools are in the towns of Osgart and Toskeryth. Keep in mind:

You must have enough money to study (teachers have to make for the living too)

You must have enough student points. The number of your student points depends on the Intellect of your character and his Literacy skill. Spent student points recover after some time (it helps to rest in an inn). To see the number of student points you have, press **I** and click on the Abilities button.

The only way of learning new skill levels is one by one. If you know the Iron Skin skill at level 2, you may learn only level 3 of this skill at the moment.

A good way of spending gold is renewing your weapons and armor. Spend some time finding a good armorer, and his wares won't disappoint you.

To wind up this short overview: the world of Lokatrienn is immense. It holds many options for you that we haven't even mentioned: Guilds, Temples, rich storyline... We now leave you to experience this world on your own and hope you'll have as much fun playing it as we had creating it.

PLAYER CHARACTER

You get a single PC under your command. Your character has several abilities and a number of skills that can be developed over time. Your PC is your avatar. He represents you in the world of Lokatrienn.

PRIMARY ABILITIES

Primary abilities are assigned to the player character at the creation stage. They are Strength, Dexterity, Intellect, Constitution, Willpower and Charisma. As the character levels up in Combat, Magic and Trade, he gains ability points to distribute among the primary abilities. Secondary abilities depend on your primary abilities.

SECONDARY ABILITIES

Secondary abilities include Health, Mana, Attack, Defense, Damage, Armor, Luxury, Maximum Weight, the number of student points and some other abilities.

Health – life status of your PC.

Mana – magical energy of the PC.

Attack – the ability to deliver accurate blows.

Defense – the ability to parry/dodge.

Damage – damage delivered to enemies via successful hit (depends on the weapon equipped).

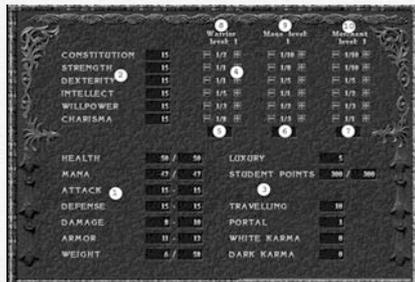
Armor – the ability to withstand blows (depends on the armor you wear).

Luxury – your well-being and trading mastery (influences both the attitude of traders (better prices) and of brigands (more encounters)).

Maximum Weight – every item (both equipped and placed in the backpack) has its weight, safe for the goods carried in your Magic Bag of Monroke. If the weight is too much for the PC to carry, your walking speed slows down or the character even comes to a complete stop.

Number of student points – you'll need them for learning new skills and advancing your knowledge of the old ones. Studies spend student points. The total number of your student points and their replenishing speed depend on your **Intellect** and the **Literacy** skill.

All the abilities are shown and can be modified in the **Abilities panel**.

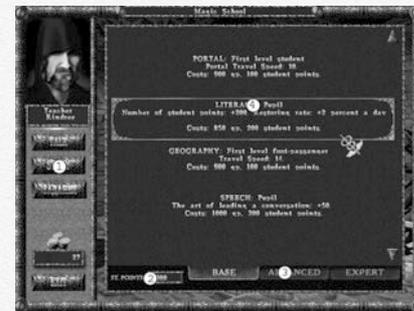


This panel shows all types of statistic data on your character. Area ② shows the primary abilities while area ① shows secondary abilities. Area ③ shows your Luxury; the number of student points; traveling via signposts and portals skill; your white and black karma (your preference of the light or the dark path). Your level progress in Combat, Magic and Trade are shown in areas ⑧, ⑨ and ⑩ correspondingly. After a level-up you will see additional ability points appear in areas ④, ⑤ and ⑦. You are free to distribute them at your choice, just keep in mind that the number of points you will have to spend on an ability to raise its value by 1 depends on the branch you've leveled in. Thus, warriors will have a hard time improving their intellect while mages will have trouble raising their strength. Distribute the ability points clicking **Plus** buttons in area ④. If you suddenly regret the choice you've made, click the **Minus** buttons to undo the distribution.

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SKILLS

Traveling through the world of Lokatrienn, your character can acquire many useful skills. Basically, skills have to be learned in town schools (the same goes for advancing knowledge of an already-known skill). Teachers can't teach skill levels above their own level of knowledge, so at some stage you'll have to start looking for better schools. Besides money, you'll need a certain number of student points to learn something. You spend your student points when learning, but they get replenished over time. The maximum number of your student points and the recovering speed depend on your **Intellect** and the **Literacy** skill. The skill system of the game consists of 23 skills divided into three groups: **Military**, **Spiritual** and **Common**. Some skills have only 5 levels of mastery, but some may have up to 20.



If the inhabitants of the building can teach you something, you will see the **Study** button appear ①. Click it to bring on the Learning panel. School teachers offer 3 levels of each skill: Base, Advanced, Expert. Switch between levels by clicking buttons in area ③. If a teacher refuses to give you a lesson, try solving a quest or two for him thus improving his attitude. All skills available in this school are shown in the center of the panel ④. If the character has enough money and student points ②, click the LMB on the desired skill to learn it.

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Passive Skills

Skill	Skill Description
Literacy	<i>The art of reading, writing and learning new skills. Influences your abilities as a student.</i>
Speech	<i>The art of rhetorical and logical speech. Influences the attitude of people to whom you speak.</i>
Monstrology	<i>Knowing your enemy. Allows you to see enemy stats and their weaknesses.</i>
Trade	<i>The art of choosing the right goods, getting better prices and using your Monrok bag efficiently.</i>
Geography	<i>Traveling, cartography and pathfinding skills.</i>
Portal	<i>The skill of traveling between the worlds via portals.</i>
Repair	<i>Proper care and handling of your weapons and armor. Items wear out more slowly.</i>
Self-control	<i>Ability to control your body and mind. A well-controlled spirit grows strong.</i>
Stamina	<i>The skill of using your inner body strength, thus carrying more weight.</i>
Athletics	<i>A strong body fights diseases better and heals faster.</i>
Martial Arts	<i>The ancient art of battle craft. The skill of parry and hit.</i>
Sword	<i>A sword is the real warrior's weapon. Using swords requires high strength, speed and dexterity.</i>
Axe	<i>Only the strongest of the men can wield axes. Though many opt for other weapons, no one can deny that nothing strikes as hard as an axe.</i>

Mace

The art of wielding maces, clubs and cudgels. Looks simple enough but can prove lethal in the hands of an experienced fighter.

Shield

The skill of using shields properly may save your life when a battle becomes too fierce.

Crossbow

The crossbow skill. Crossbows are slower and used at lower ranges than bows, but the bolts are deadly.

Bow

Bows are next to ancient weapons. Nevertheless, a skilled ranger never ceased to be a deadly opponent.

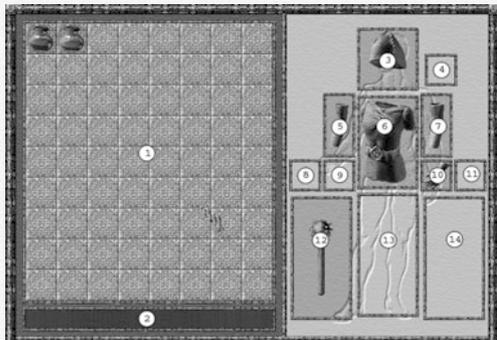
Active (mana-draining) Skills

Skill	Skill Description
Concentration (drains mana when striking)	<i>Concentration in battle. Makes each of your strikes more precise.</i>
Meditation (drains mana when used)	<i>The skill of using your magical energy to heal your wounds.</i>
Iron Skin (drains mana when hit)	<i>The skill of using your magical energy to fortify your body.</i>
Thunderstrike (drains mana when striking)	<i>The skill of breathing properly thus augmenting your striking force.</i>
Spot Strike (no mana drain, but a time penalty)	<i>Accurate aiming before striking. Your attacks take more time to prepare.</i>
Avoidance (drains mana when attacked)	<i>The art of concentrating in combat to improve your reaction speed. You become better at dodging enemy attacks.</i>

ITEMS

Weapons, armor pieces and special items can be put into your inventory (**backpack**) or equipped on the paper doll of your character. The change of weapons and armor is visible in the character figure on the gaming screen.

The Backpack and the Paper Doll.



Your inventory consists of the backpack ① and the paper doll. Move the cursor over an item to read its description in area ②. The doll is divided into several key zones according to the body parts of your character. Essentially, Head ③ is for wearing hats and helmets (if all the requirements are satisfied); Neck ④ is for amulets and necklaces; Body ⑥ is for wearing mails and breastplates; Arms ⑤, ⑦ are for bracers (they don't have to be from the same armor set); Fingers ⑧, ⑫ are for rings; and Hands ⑨, ⑪ are for gloves. Weapon slots ⑬, ⑭ are reserved for weapons. Two-handed weapons take both slots at once. One-handed weapons take one slot and allow carrying shields. Finally, Legs ⑩ are for boots and leggings.

ORE

Ore is raw material for weapons and armor. Each type of ore has its unique characteristics: Weight, Armor, Damage, Durability and Cost. The item made from a certain type of ore acquires some of its characteristics.

WEAPONRY

The weaponry of the game includes one-handed and two-handed swords, two-handed axes, one-handed and two-handed maces (cudgels), bows and crossbows.

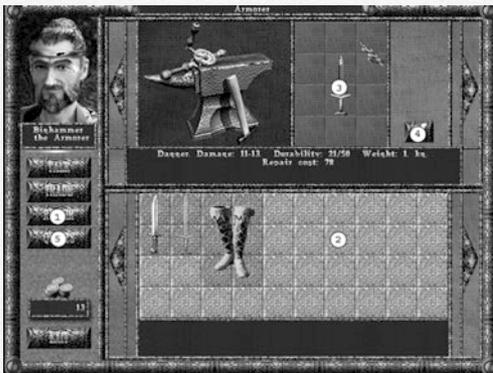
Each weapon has its unique characteristics depending on its type and material. Each has its recovering speed. The fastest weapons are one-handed swords while the slowest are two-handed axes. In addition, to be able to use a weapon your character must satisfy certain requirements (strength/constitution value, etc.)

ARMOR

Armor is the gear you put on for better protection: helmets, mails and breastplates, bracers, gloves, shields, boots and leggings. Bracers and gloves come in pairs and can be sold/put on separately. Body armor can be made of leather or metal (acquiring some of the characteristics of the ore they're made of).

REPAIR (IDENTIFY) OF ARMOR AND WEAPONS

Unfortunately, armor and weapons tend to wear down during tough battles and eventually break. There are two ways of keeping your items from breaking: you can always run away from encounters, or you can repair worn items. For a real hero, of course, that narrows the choice down to one. Move the cursor over an item in your backpack to learn about its condition. Notice that each item has the durability value: current/maximum. If its current durability is close to zero, you should begin searching for an armorer. Repairing items will cost you some gold. To repair an item:



To repair an item, find an armory and click the **Repair button** ① to bring up the Repair panel. (If you have the item you wish to repair equipped, you must take it off and put it into your backpack. Press **I** to open your backpack). Select the worn item from your backpack ② and place it in area ③. Click the **Check button** in area ④. The item has been repaired.

Identification works basically the same way. Simply click the Identify button ⑤ instead of Repair. Items that can not be identified (or don't need identification) will be shown in black-and-white.

SPECIAL ITEMS

Special items are different rings and amulets. They give bonuses to primary and secondary abilities thus proving to be quite useful.

NON PLAYER CHARACTERS

The game world is populated by tons of different NPCs. They can be either hostile or friendly. Friendly characters live in buildings or frolic in the town streets.

The hostile characters (or monsters) roam the woods outside towns. They are generally brigands, wild beasts and undead.

Each of the NPCs has a number of special characteristics, such as level, health points, combat skills (attack, defense, damage and armor), speed and resistances.

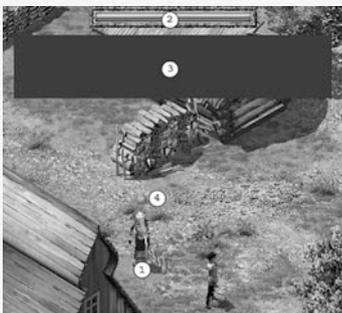
All the townsfolk are treated as “friendly”, so you're not allowed to fight or cast combat spells within the town walls.

You can strike up a conversation with every friendly character. Unfortunately, the only method of dealing with hostile creatures is by sword and combat spells.

To strike up a conversation, click **LMB** on a towns person walking on the street or enter a building and click the Talk button to bring up the Conversation screen. You can listen to latest news and rumors ① or ask a specific question ②. For successful advancement along the storyline you should ask as many questions as possible. Your words are shown in the center of the screen ③. Read the NPC's answers in the upper part of the screen ④. To abort/finish the conversation click the **Thanks button** ⑤.



Move the cursor over a figure of any NPC to learn more about them. Panel ① in the upper part of the screen shows everything you can learn at the moment (depending on your **Monstrology skill**). Moreover, this panel contains the health status bar ② of the NPC. The special condition icons ③ are shown above the NPC's head. Absence of icons means "normal" condition while special icons show that the NPC has been poisoned or paralyzed, or is eager to talk to you. The circle below the NPC indicates their life forces: it turns green if the NPC has plenty life force, yellow if half of the normal, and red if the NPC is weak.



ECONOMIC AND POLITICAL SYSTEM OF LOKATRIENN

Each of the many worlds of Lokatrienn consists of 2-6 towns. You can visit them for trade and profit or out of sheer curiosity. Some towns have strong central authority (you can easily recognize them for the town halls they build). They collect entrance tolls. Tolls vary from town to town. Of course, you are free to acquire a patent from the mayor that will allow you toll-free entrance.

All trade is limited to the stores.

There are over 40 kinds of tradable goods in the game. Each town sells the wares it produces. Some of the goods are seasonal, so they can be out of stock sometimes. Each type of goods has unique characteristics: the price and the spoiling time. Some goods tend to spoil or lose quality over time. You won't be able to get good price for the spoiled goods, so plan your travel time schedule carefully.

Karma is a reflection of all of your deeds in Lokatrienn. Your overall karma is divided into two parts. If you do a rightful thing, it adds to your white karma, while not-so-rightful deeds add directly to your black karma. Whichever karma prevails shows your overall inclination towards the path of the light or the dark.

Moreover, each and every NPC has their own attitude towards your character. You can improve this attitude by running errands and solving quests for them. NPCs with better attitude offer better prices, share useful information and give well-paid quests.

TRAVELING



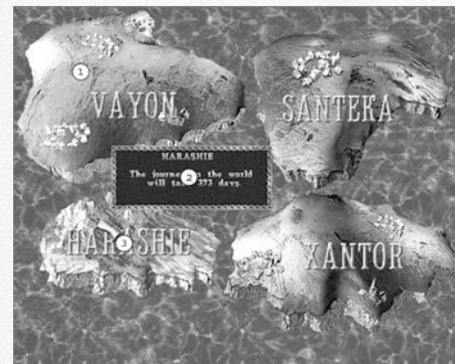
Real heroes never hide behind town walls. Real heroes are always travelling to some faraway land. To leave a town, walk through the town gate, find a sign post and click LMB on it.

You travel between the towns using the World map. (You can consult the World map at any time by pressing **M**. This way you can learn useful data about the towns, including the travel time, but you can't travel unless you are in an appropriate place). The name of the world is shown in the upper area of the map ①. The pictures of towns are accompanied by their names ②. The golden figure shows the location of your character on the map ③. Move the cursor over the name of a town to learn about its buildings, exported/imported goods and travel time ④. The World map also shows the known portals ⑤ to other worlds.



Eventually you'll come upon a portal towards a new world.

Click LMB on the portal to bring up this map. The world your character is currently in flashing red ①. Move the cursor over a world to learn its name and travel time to it ②. Area ③ shows the name of the world.



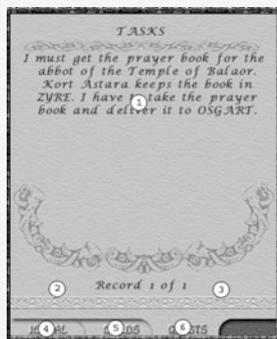
After days of travel you will eventually come upon a town gate. Town gates may vary from shabby-looking fences up to impenetrable fortress walls. The main point is that behind any gate you will get long-sought rest, trade goods, learn skills and do many other things.



QUESTS

Main line quests are given to you as your character advances along the storyline of the game. There are three different paths through the game (the so-called black, white and grey paths). You can switch from one path to another at some points. Main line quests are crucial for completing the game.

Sub-quests (side quests) are given by friendly NPCs (basically in towns) if your character satisfies their requirements: their attitude towards you, your combat, magical or trade level, your karma. For solving quests you get certain benefits: money, better attitude, experience and karma points. If you fail to solve a quest, the attitude of the NPC and your karma suffer. As the attitude of the NPCs improves and your character grows more experienced, they start giving you better paid quests.



Click icon ⑮ on the Interface Main Panel to learn more about your current/completed quests.

Your Quest Book consists of three chapters: the Journal ④ is dedicated to your storyline quests; the Guilds chapter contains all the information on guilds quests and your character's progress in their ranks; finally, the Quests ⑥ chapter contains the side quests taken from the townfolk. The quest script is shown in the central part of the screen ①. Scroll between quests using arrows ②, ③.

COMBAT SYSTEM

The battle starts when characters come within the combat range of each other. Close combat range is limited to 1 while shooting range can be greater.

Combat is over when one of the characters is defeated (dead) or has left the combat range. Characters die when their health meter falls below zero.

Physical damage can be of three types: slashing (sword, axe), stabbing (arrows) and blunt (maces and clubs). Each character has different level of resistance to each of the three types of physical damage.

Non-physical damage. Every type of combat damage that is not stated above as physical is considered non-physical.

Non-physical damages are:

magical – various combat spells;

blind – the enemy can't see the target but nevertheless tries fighting on if the PC is in the combat range;

slow – the enemy slows down;

paralyze – the enemy freezes;

poison – the enemy receives damage from poison every several seconds;

curse – the combat abilities of the enemy are lowered.

Each NPC has different level of resistances to non-physical damages.

GODS OF LOKATRIENN

People of Lokatrienn worship five different gods: **Oterion** (the god of warriors), **Balaor** (the god of mages), **Tennara** (the goddess of night), **Joella** (the goddess of nature) and **Enaryth** (the god of traders).

You can choose any god or even several of them to worship. One catch: some gods don't get along well, so increasing reputation with one of the gods may lead to decreasing attitude of another. To improve a god's attitude, donate in one of his or her temples or solve their priests' quests. The god will give you his blessing in return augmenting your abilities. Moreover, each god has a number of prayers for you to learn and say in certain tough situations. Prayers can be learned in temples.

Pleased gods favor you with a blessing after you say a prayer.

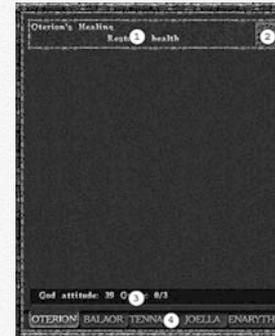
You pray using 'divine grace'. Each god has his own type of grace. The maximum number of grace points for a god depends on his attitude. Divine grace points can be replenished by praying in temples. Gods can even restore your health and mana. You can pray only once a day, and the result is random.

30 Learning prayers works just like learning skills.

Don't forget to donate from time to time!



You can donate in temples. Click on button ① to bring up the Donation screen. State the amount of money you wish to donate in area ② using Plus and Minus buttons. Click on the Check button in area ③ to donate or the X button to refuse donating. Area ④ shows the attitude of the god and the divine grace points. Having made a donation, you may decide to pray and receive a blessing. Click button ⑤ to do that.



Open the Gods panel to see their attitudes.

Click the LMB on the **Gods** bookmark to bring up the panel of gods. Area ④ holds the bookmarks for all the five gods. Select a bookmark to get all the information on a god: available blessings (text ①, level ②), his attitude towards your character ③.

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MAGIC

The magic system of the game consists of three large spell schools:

1. **Initial magic school** is easy-to-learn, doesn't require much skill but isn't very powerful either.
2. **Elemental magic school** offers more powerful spells. Elemental groups: Air magic, Water magic, Fire magic, Earth magic and Metal magic.
3. **Supreme magic school** offers the most powerful spells. Supreme magic spells become available at the highest levels of experience. Spell groups: the magic of Order, the magic of Balance and the magic of Chaos.

All the magic knowledge of the Hero is kept in the spell book.



Switch between magic schools by clicking on the bookmarks in area ④. If your character knows a spell of this school it immediately becomes written in the spell book. Area ① shows the name of the spell, area ② holds brief description and area ③ shows your level of mastery with the spell.

Switch between chapters of the two higher magic schools spell books (② for Elemental school, ③ for Supreme magic school) clicking on the buttons ④, ⑤, ⑥, ⑦ and ⑧. The Initial magic spell book ① consists of a single chapter.



GAME BUILDINGS

The game world is rich and vivid. We have designed town streets using different architectural styles of at least four countries. Regardless of the outdoor design, the indoor service is basically the same throughout Lokatrienn.

Click the LMB on any door (the cursor then changes into a pointing hand) to enter a building. Area ① shows the key actions that can be taken here. In our example they are **Talk**, **Trade** and **Quests**. You can learn the type of the building in the upper part of the screen. The portrait of its owner is just below to the left. You can read his name right under the portrait. The small frame below area ① shows the amount of money you have. The Exit button is just below the frame. Click it to go back to the street.



There are several types of buildings in the game:

- **SHOPS/STORES** (trade, talk, get quests)

The common aspect of all shops is that you can trade goods inside.



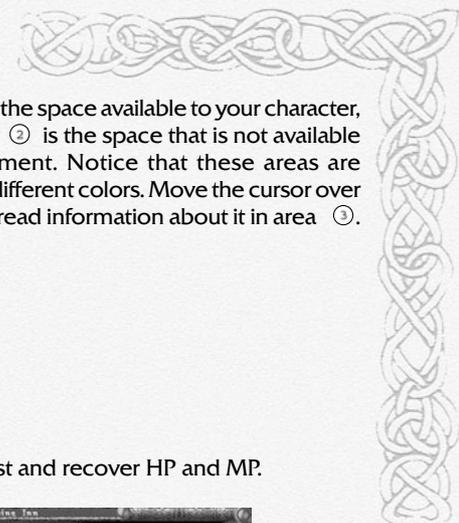
Start trading by clicking on button ①. Available goods are shown in area ②. Goods that are not available for purchase at the moment but will appear in stock later are shown in black and white ③. Your Magic Bag of Monroke lies just below the counter ④. Move the cursor over a type of goods to learn useful information ⑤ about it, including the sale price if you have already sold this type of goods in some town.

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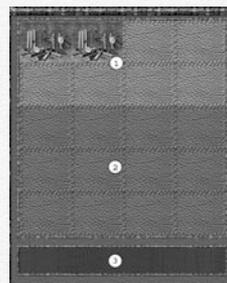


Double click on a type of goods to bring up the Trade panel. State the amount of goods you wish to purchase in area ① using buttons with numbers. The chosen amount and the quality of goods are shown in area ②. To confirm the deal click the **Check button** in area ③. Click the **X** button if you wish to cancel the deal.

The goods you've bought go straight into your Magic Bag of Monroke, an item that is crucial for every trader. You can expand your Magic Sack space by increasing the Trade skill.



Area ① is the space available to your character, while area ② is the space that is not available at the moment. Notice that these areas are shown by different colors. Move the cursor over an item to read information about it in area ③.



- **TAVERNS** (rest, talk, get quests)

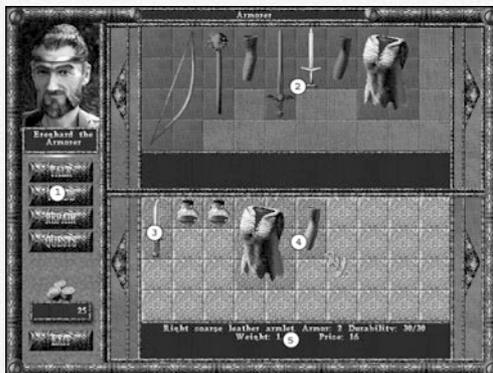
In taverns your character can rest and recover HP and MP.



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Click the **Rest button** ⑤ to bring up the **Rest screen**. You are free to rent a room of your choice (or the one you can afford). Area ② shows your current HP and MP while area ① shows the way your HP and MP will look after the rest you want to take. If you are satisfied with your choice, click the Check button in area ③. If you change your mind, click the **X** button. Of course, you may always choose to opt for another room or make your stay shorter.

- **ARMORERS** (trade weapons and armor, talk, repair items, get quests)



Stores are for trading goods. Armorers sell weapons and armor. Click on the Trade button (1) to bring up the Trade screen. The upper part of the screen is the “counter” (2) while the bottom part is your backpack (4). The items the armorer won’t buy from you are shown in black and white (3) while the items you can sell are shown in full color. Move the cursor over an item to learn more about it in area (5). Trade items by dragging them from the counter into your backpack and vice versa. Armorers specialize in weapons and armor. They won’t buy or sell special items or potions.

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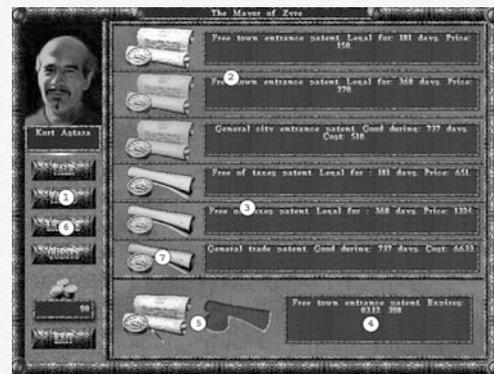
- **ALCHEMISTS** (trade potions and amulets, talk, identify amulets, get quests)

Unlike armorers, alchemists sell special items and potions instead of weapons and armor. Besides, they won’t repair broken items but will gladly identify an amulet or a ring. Otherwise they work in a quite similar way.

- **SCHOOLS** (learn spells and skills, talk, get quests)

The purpose of schools is teaching spells and skills for a price. Different schools teach different skills, so you may need to search for the right school to learn something.

- **TEMPLES OF THE FIVE GODS** (donate, pray, learn prayers, talk, get quests)
- **TOWN HALLS** (buy patents, pay taxes and tolls, talk, get quests)



Some towns build town halls which sell patents (6) for toll-free town entrance (2) and tax-free trade (3). The patents you’ve acquired earlier appear in area (5). Move the cursor over a patent in area (4) to read its conditions. If a patent offered by Mayor is shown in black and white, it’s useless to you as one of your active patents already covers its conditions. The patent on the screenshot (7) offers you wider possibilities than the ones you already have, so it’s shown in full color.

Town hall is also a place for paying taxes (1). Remember to do this from time to time after making profit in town, otherwise the mayor may prohibit all trade with your character. Everything returns back to normal after you pay the due taxes.

- **GUILDS** (join guild, pay guild fees, use guild services, get quests).

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GUILDS

Guilds are powerful organizations that have several branches in different worlds. Each guild has certain powers over the land and the people and can offer various services and benefits to the members. At the same time, each guild favors its own views and ideas. Naturally, guilds have certain requirements to meet if you want to become a member or ascend in rank.

You may ascend in ranks as you acquires enough guild experience points. Beside that, you must meet the requirements for the next rank. Entering the highest guild ranks gives you special privileges and abilities.

Rank	Experience Points
1	0
2	1000
3	3000
4	5000
5	10000
6	25000
7	50000
8	80000
9	120000

Short Characteristics of the Guilds

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NAME OF THE GUILD	REQUIREMENTS <i>(you are also expected to perform certain quests and pay membership fee)</i>	GUILD SERVICES
Brotherhood of Sword <i>White Warriors Guild</i>	Combat experience, prevalence of white karma	Increase in combat skills, Strength and Dexterity
Night Ravens <i>Mercenaries Guild</i>	Combat experience, prevalence of dark karma	Increase in combat skills, Strength and Dexterity
“The Monroke Order” <i>Trade Guild</i>	Trade experience	Increase in Wisdom, Charisma, the Magic Bag of Monroke space; goods quality improvement
White Circle <i>White Mages Guild</i>	Magic experience, white karma	Increase in Intellect and Magic abilities
Dark Mages Guild	Magic experience, dark karma	Increase in Magic abilities

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TECHNICAL SUPPORT

Workdays:

Monday – Friday from 10 am to 3 pm

Our Address:

Kashirskoe shosse 1, bld.2, 115230, Moscow, Russia

Tel.: +7 (095) 1115156

Visit us at:

<http://www.buka.ru/techsupport>

NOTE: To receive help you have to be a registered user. To become a registered user fill in the registry card included in the game pack send it to us and allow some time for processing.

PLEASE READ THE FOLLOWING INFORMATION BEFORE ATTEMPTING TO CONSULT THE TECHNICAL SUPPORT SERVICE:

1. If the problem is technical, try to compile as much information about your system as possible: (hardware, Windows and DirectX versions). Try to state the problem as clearly as possible.
 2. To get a game hint, you should be a registered user. Write us and don't forget to supply your name and your registry number. We will gladly help you out!
- Unfortunately,**
3. We don't distribute walkthroughs or hint books by mail! Look for walkthroughs in the forum on our website.
 4. We don't distribute cheating codes!
 5. The company doesn't hold any liability in cases where the problem is caused by computer configuration, incorrect work of other software products and conflicts between licensed and pirate versions.

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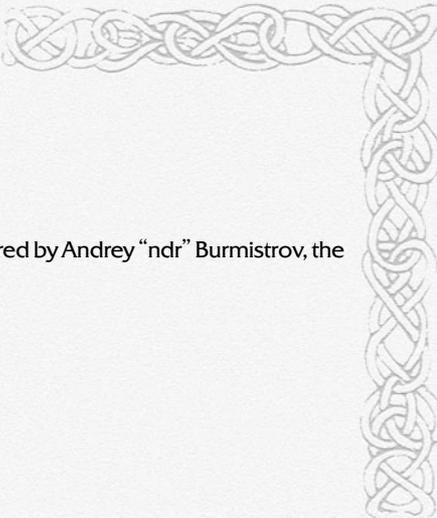
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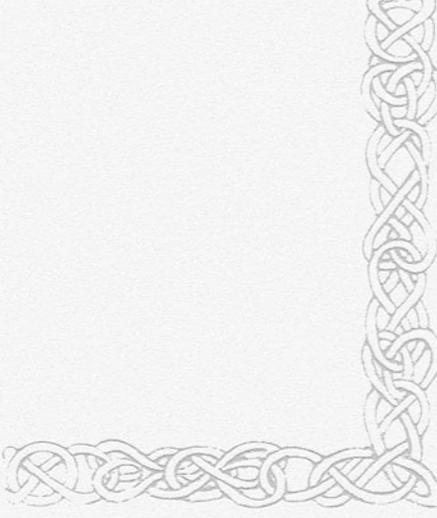
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