

EGOBOO

2.7.7

GAME MANUAL

Egoboo - (Ee-go-boo) is a OpenGL game, and requires a 3D graphics card to play. You can try it in software mode, but it's not supported. If you have problems, run either of the Setup files. Egoboo is freeware, open source, but it is not finished and is still being developed by a small team. So check the websites for updates, editors and etc..

<http://egoboo.sourceforge.net/>

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Minimum System Requirements

These are the minimum we know it works on, but it might very well work on less. Tune down some graphical effects if the frame rate is low.

Processor:	PentiumIII/Athlon with 2.0 GHz
Memory:	256 MB RAM (512 MB RAM Recommended)
Video:	Any graphical 128 MB graphics card supporting OpenGL graphics
Other:	For Hotseat, Egoboo requires gamepads or a connected mouse. Internet or LAN/UDP is required for multiplayer. (Egoboo 2.3.6 and later does not have networked multiplayer)

Welcome to egoboo

In the kingdom of Bishopia, on the lost continent of Lorule, there is no war.

Bishopia City - The Kingdom of the Plains has known nothing but peace under the Great Bishops since the fall of the G'nomish empire. There has not been a war or an army since Good Lord Bishop the 1st used the Last Army to push the forces of evil off of the Plains, over the mountains, and into the doom wastes.

But after so many years of peace, evil has touched the Kingdom again. Rumors say that Zippy Village has been overrun by necromancers, and that undeads walk below the streets of Bishopia City. From Booty Cove to Sand Weg there are reports undead armies, zombies, and even daemons. But no Bishopian needs those rumors to know that evil is returning. There is hardly a farmer whose crops are not being threatened by grub bugs, or a shopkeeper who hasn't been bitten by a chest mimic.

As if the Divine is balancing the Universe on his finger, the heroes of legend are retuning to the Kingdom, too. At long last the elves have reappeared to aid us in the war against the Lumpkins. Lorule has been rediscovered and the Tourists and Archaeologists are importing new technology. And the G'nomes are beginning to remember some legend about destroying evil using a swork, or a spory, or a smork. Talk to a G'nomes and he will tell you!

Then, yesterday, we learned the worst possible news. Good Lord Bishop the 63rd has vanished without a trace. Some say that he was eaten by daemons, others that he was kidnapped by the elves or taken as a souvenir by a tourist... no one really knows.

So we, the citizens of Bishopia, ask the brave, the clever, and the powerful from all corners of Lorule to band together to fight the evil and restore Good Lord Bishop to his throne. Let us act before it is too late, before the evil among us and our suspicions spiral out of control.

- Smorgy Doofits, editor of the Daily Bishopian

In the kingdom of Bishopia, on the lost continent of Lorule, there is no war... yet...

A Brave, Clever, or Powerful Hero's Guide to the Land of Lorule and the Kingdom of Bishopia

Introduction

If you are reading this you are a very clever hero, indeed! Too many heroes these days are leaving Zippy Village or Booty Cove only to be vaporized by the first dragon they meet... its a shame really. So, Good Lord Bishop has commissioned the Society for Divine and Arcane Non-Violence to produce this manual on “How to Not Get Killed Doing Stupid Things.” We were, in fact going to call the manual that until one of the monks pointed out that people were more likely to buy the book if we flattered them.

So, first things first. Do not get close enough to a dragon to get burned. Really it is not hard since dragons have a very bad odor, are constantly roaring and making nasty noises, and are not very good conversationalists. Besides, there really are no reasons for heroes to deal with dragons in the first place as they are a protected magical species and they do not really hoard treasure. You see, it is just this kind of ignorance that gets heroes into trouble in the first place. We are not going to tolerate it.

So, if you are interested in “How to Not Get Killed Doing Stupid Things,” please turn to Chapter 1. If you are not, please turn to Appendix A, “How to Create a Binding Last Will and Testament – Idiot's Edition”.

Chapter 1 - The Geography of Lorule

You are standing on the Lost Continent of Lorule.

If you are shocked over that statement, you should have listened better in kindergarten. In fact, I bet that you don't really remember that Bishopia is just the common name for the Kingdom of the Plains... Well, you had better pay attention to the proper names for things from here on out. If you start calling everything north of the Kingdom the “Land Over the Mountains,” like everyone does, you may find yourself buried in a sandstorm when you thought you were heading for the Snow Fields.

Given the state of modern education, we will start at the beginning, with a map of Lorule.

Also to be found in the plains are old abandoned castles and wizard towers that have been overrun by various beasts. The willing adventurer can find some quick treasure, and the occasional magic item.

Elven Woods

The Elven Woods can be a tranquil place. However, during recent times of turmoil, even the Elven Woods are not entirely immune from evil. The Elf King, Laureatriel Swiftbow has long been a friend of King Bishop. In recent years a band of elves, known as the Dimlock Elves, have been vying for the crown of the Elf King. The Dimlock Elves would have much to gain from King Bishop's abduction. Laureatriel Swiftbow would not be able to call on Bishopia's armies for support if there were a Dimlock uprising during this time of turmoil.

The Dimlock Elves have long preferred living in caves rather than trees. Though not on friendly terms with other elves, the different elves tolerated each other until recently. Often trading would occur between the Dimlock and other tribes. Trade has now been cut off as the Dimlock Elves closed the door on the outside world. It is rumoured that the Dimlocks have turned to evil ways.

The heart of the Elven Realm is at Mighty Wood, the oldest and largest tree in the world is there. Around the Mighty Wood is held council of all the woodland creatures. Elves, Dryads, Treants and others meet in peace and harmony in this most sacred of places. All are sworn to commit no malice to each other in this place. Thus is peace kept here, if not in the rest of the world.

Snow Fields

The icy expanse of the Snow Fields can be a hazardous place for the unwary hero. Giant ice creatures haunt these lands. The only friends one might find are a few scattered villages of Vikings and G'nomes. In the heart of these frozen lands lies the Ice Palace, wherein is located one of the Sporks of Power.

The southern, more populated region of the Snow Fields is known as the Northerlands. The peoples of this area relish a good fight. Watch your back in the taverns and inns. G'nome Lands

G'nome technology fills the cities and mines in this otherwise desolate land. Although the surface may seem rather bare, the underground is lush with precious metals and gems. Along the Western border of the G'nome Lands lies an escarpment. At the bottom of this cliff are the hot and barren Doom Wastes.

The hills and valleys of the G'nome lands hide bands of Cobols, Trolls and Lumpkins.

Doom Wastes

Beware the Doom Wastes. Nothing lives in these volcanic lands but Evil. The few human inhabitants are strong and weary of strangers. Occasionally you may find guilds of wizards in these lands, researching some spell no doubt. Magic is strong in these wastes, as is the presence of Demonic forces.

Lava creatures issue forth from streams of magma. Undead animate and rally forth in search of the living. Deep in the bowels of the Doom Wastes, the Ash Palace hides its treasure; one of the Sporks of Power.

Great Big Desert

Dry and desolate, the Great Big Desert is the home to many poisonous snakes and insects. The sand nomads that live here welcome strangers with open arms. Often you may find yourself in a harem. More often you may find yourself as lunch for a pack of jackals. Beware the Sand Weg.

The primary export of this region is sand. Often you will stumble across sand mines in your journeys.

Watch out for sand traps on your journey. Be on the lookout for the Sand Palace, the home of one of the Sporks of Power.

Stone Mountains

Many treasures, as well as many dangers await you in the Stone Mountains. This range of mountains runs across the length of the continent of Bishopia. Just to the west of center lies the tallest peak in Bishopia, Skully Mountain. Atop Skully Mountain is the Shadow Palace, where you will find one of the Sporks of Power.

The peoples of the Stone Mountains are a sturdy lot, comprised of both human and G'nome. The G'nome in this region mix up a hearty snack called G'Ranola, it provides all the energy one might need to climb a mountain.

Choosing your Career

Every young hero needs a career. As so many heroes do, I'm sure a lot of you started out as orphan farmhands, or poor village boys, or shepherds, or some such thing. My own father made earwax candles, but no one gets to choose their parents, do they?

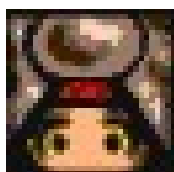
At one time, the careers of all young adventurers were chosen by the Society. We would use aptitude tests, divination, phrenology, and riddles to match up all heroes with their best possible career. At some point, the heroes became disappointed at the number of them that were assigned "pig farmer" and "sand merchant," so we decided to break with tradition let all young heroes decide for themselves. That coincided exactly with the rise in dragon crispings. I still say it is better to stay with tradition!

After much research, we have discovered that you should decide your career based on "facts" and "education". So, we have assembled some career advice from famous Bishopians. Let's listen to what they have to say...

Career Advice from Famous Bishopians



Sir Brom the Meaty says - "If you want to grow up to be a good Knight, you have to have strength! It is dead useful for all kinds of fighting: hacking, slashing, bashing, throwing, smashing... you know, all your basic forms of destruction... I wouldn't be who I am today without it."



Mother Mim says - "Wisdom is necessary for contemplating and understanding what is going on around you, and Great wisdom is essential for truly understanding the Divine Spirit. Oh, the average adventurer may find a use for wisdom from time to time for things like detecting secrets and avoiding poisoning yourself, but I wouldn't really know about such things. I prefer my quiet life or prayer and contemplation, far away from those nasty arcane sorcerers!"



*Zambini the Wizard says - "Intelligence, my boy! That is the secret! How else do you think I leaned all about Magic? Understanding the beautiful mess that is the Arcane Arts takes a quick mind and a lifetime of study. Try to work a spell before you've really learned it and anything could happen, anything! I once knew an apprentice who tried to cast Fignlafinagl's Flaming Fluw on a grub bug, and let me tell you... it wasn't pretty. The Arcane Arts not for everyone, and especially not for those mindless sheep that follow the Divine Spirit. Not one of them would last a day as *my* apprentice, let me tell you."*



Alim Lightfingers, reformed cat-burglar says - “Back when I was young and flexible, I had dexterity leaking out of my ears, so to say. One time I even jumped over rolling boulder and put an arrow in a Lumpkin's eye at 100 paces. Who knows how far I could have gone? If I just could have quadruple jumped over the moat of Lord Bishop's castle, I could have escaped 15 years of slavery in the COBOL mines.”



Hunna, the Holy and Anointed Warrior of the Divine says - “I don't even leave home without good armor these days, what with the undead wandering all over the place. Take this armor I have on now, I'm practically as safe on the battlefield as you are behind these castle walls. There is little point to going out to smite evil when you are knocked out by the fiend's first blow, is there?”

Hero University

The second thing our research showed is that heroes need apprenticeships, internships, and classes to reduce the obscene mortality rate. Here are the general descriptions of the classes offered at Hero University.

Of course, you have opted to buy a book instead... well pay attention to the description of the classes and you may learn something anyway!

Adventurer Class

This class is designed for the Jack-of-All-Trades, or in other words “heroes who can't make up their minds”. Candidates for this class should be able to cast magic spells and use weapons reasonably well.

Prerequisites: Literate, Arcane Magic, Fighting

Note: Do not let your early success make a fool out of you. Part of the price you pay splitting your focus between magic and combat is that it is much harder to stay alive long enough to reach level 20.

Wizard Class

If you are blindingly smart and find yourself accidentally shooting off magic missiles when you sneeze, you may be a wizard and not even know it. In the Wizard Class, we will teach you how to master Arcane Arts into an offensive spectacle. You will get to spend as much as ten glorious hours a day studying ancient arcane tomes in our vast library. In your free time you can assist your master in his wonderfully insane magical experiments. There will never be a

reason to strain your frail body by doing manual labor or exercising.

Prerequisites: High intelligence, Literate, Alchemy, Arcane Magic.