

THE SHADOW LAIR

AFTER WEEKS OF TRAVEL YOU FINALLY ARRIVED TO THE DOOMED
CASTLE OF **XAR-TSAROTH**. THE **KING ULRIC** WAS DEFEATED BY A
STRONG NECROMANCER. BUT YOU ARE HERE FOR THE DRAGON AND
THE GLORY.

CLOSE THIS WINDOW TO START THE GAME.

[CLICK HERE TO SEE THE HELP](#)

GAME OVER

YOU LOSE

[CLICK HERE TO QUIT THE GAME.](#)

LOOK AT THE LATEST MESSAGES TO LEARN
MORE ABOUT YOUR DEATH

VICTORY

YOU SUCCESSFULLY DEFEATED THE MIGHTY **DRAGON** AND THE **NECROMANCER**. YOUR DEEDS WILL BE TOLD THROUGHOUT THE AGES.

[CLICK HERE TO QUIT THE GAME.](#)

OPENING A DOOR :
TO OPEN A LOCKED DOOR, FIRST SELECT THE CORRESPONDING COLORED KEY, THEN USE THAT KEY ON THE DOOR.
(THE "USE ON" SELECTION BOX)

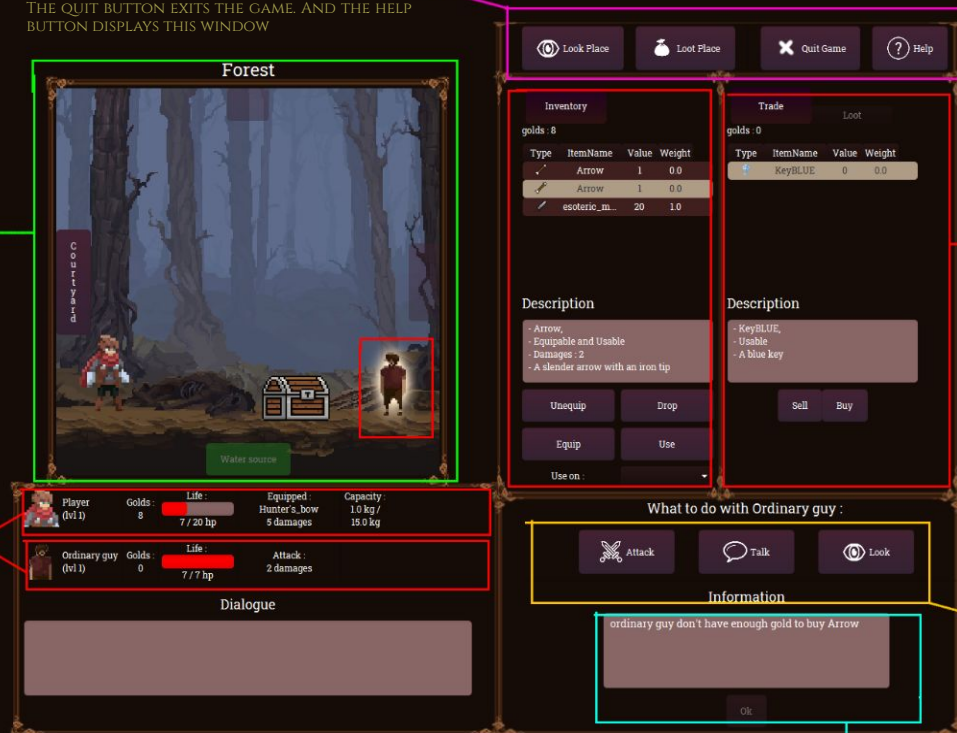
SELLING & BUYING :
YOU CAN'T BUY AN ITEM IF YOU DON'T HAVE ENOUGH GOLD. ALSO YOU CAN'T SELL AN ITEM TO A MERCHANT IF HE DOES NOT HAVE ENOUGH.

EQUIPPING ITEM:
SOME ITEMS ARE EQUIPABLE. EQUIPPING AN ITEM AUTOMATICALLY UNEQUIP THE CURRENT EQUIPPED ITEM
TO ADD ARROW TO YOU BOW, YOU MUST UNEQUIP IT FIRST.

ITEMS WEIGHT:
SOME ITEMS ARE HEAVY. IF YOUR INVENTORY IS FULL (SEE YOUR CHARACTER BAR) THEN YOU MUST LET GO SOME ITEMS BEFORE TAKING NEW ONES.
USE THE DROP BUTTON TO GET RID OF AN ITEM. THE ITEM IS NOT LOST, JUST LOOT THE CURRENT PLACE AND YOU WILL FIND IT AGAIN.

- THE CANEVAS. HERE YOU CAN SEE THE PLACE YOU ARE CURRENTLY IN. AS WELL AS A REPRESENTATION OF THE NPC AND CHESTS.
- ON THE SIDES ARE 4 BUTTONS IN ORDER TO GO TO A DIFFERENT ROOM (IF THE DOORS ARE NOT LOCKED)
- CLICKING ON AN IMAGE **SELECTS** IT AND GIVES THE POSSIBILITY TO INTERACT WITH IT VIA THE REST OF THE INTERFACE
- TO UNSELECT SOMETHING SIMPLY CLICK ON THE PLAYER IMAGE, ALWAYS ON THE FAR LEFT.

THE BUTTONS TO INTERACT WITH THE CURRENT ROOM. LOOTING THE PLACE WILL AUTOMATICALLY COLLECT ALL GOLDS ON THE GROUND.
THE QUIT BUTTON EXITS THE GAME. AND THE HELP BUTTON DISPLAYS THIS WINDOW



THE INVENTORY AREA :
YOU ON THE LEFT, AND THE **INVENTORY** OF THE **SELECTED** NPC ON THE RIGHT
SOME ACTION (LIKE BUY AND SELL) ARE ONLY AVAILABLE FOR NPC AND OTHERS ARE ONLY AVAILABLE WITH CHESTS

INVENTORY ACTIONS DEPENDS ON THE ITEM THAT IS **SELECTED** IN EACH INVENTORY

THE INTERACTION AREA : HERE YOU CAN INTERACT WITH THE **SELECTED** NPC OR CHEST

THE INFORMATION SPACE. HERE THE DESCRIPTION OF YOUR LAST **ACTION** IS DISPLAYED. THE **COMBAT LOGS** ALSO APPEARS HERE.

THE CHARACTER BARS :
THE FIRST ONE ALWAYS REPRESENT THE PLAYER STATUS. THE SECOND ONE GIVES INFORMATION ON THE **SELECTED** NPC.
IT IS USEFUL TO CHECK YOUR OPPONENTS STATS BEFORE INITIATING A FIGHT.