



English Edition

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Little was known about the Wizard. Even his given name was open to speculation, for he'd jealously guarded his true identity, lest his enemies identified a personal weakness they could exploit. But one thing about the Wizard was generally held to be true - that he possessed a dangerous and ruthless ambition.

Every other Wizard of the Realm pledged allegiance to one of the four great Gods, who, in turn, held sway over the four Houses of the magical wheel. Each Wizard would loyally dedicate their magic works to Grisslem, the Lord of Earth, or Angrath, the Dragon Lord, also known as the Blood God; to Shaspuk, the Shade of Night or Xtlaltic, the Lord of Chaos.

Wizards would draw strength from their Godly patrons and respectfully offer up appropriate tributes and rituals. In return, the Gods exercised a benevolent influence upon the Realm as a whole, whilst the Wizards enjoyed the status that this patronage proffered.

Only the Unnamed Wizard felt that such subservience was beneath him.

Rather than humble himself before one of the Gods of magic, the Wizard chose to operate in the murky shadows at the fringes of the magical veil.

Just as every Warrior knows that to mix brews of grain and grape is to tempt fate and invite a skull-splitting soreness of the head, every Wizard knows that to entangle loose ends from the edges of the magical veil is to meddle with the very stability of magic itself. But the Nameless One would accept no counsel on this matter. He mixed a volatile cocktail of disparate elements, constructing a rogue magical system of explosive potency.

Before long, he began demanding tribute of his own and making life particularly nasty for those who refused - curdling farmers' milk, withering crops, causing the cobbler's hammer to fall heavily upon his thumb and so on and on...

The citizens of the Realm could only appeal to the good nature of the properly aligned Wizards to protect them from this maverick in their midst.

For a while, their spells of containment managed to restrict the effects of the Wizard's hybrid spells to minor outbursts of warts, corns and other foot ailments.

Each time he inflicted a new and more uncomfortable malaise upon the populous, the concentrated efforts of Earth, Dragon, Night and Chaos Wizards would minimalise the damage, and so it was that his plague of head-lice lasted only a few weeks, his epidemic of excessively flatulent cattle was under control within days and a conjured cloud of unpleasant household odours was blown away by a rose-perfumed gale in a matter of hours.



The Nameless One soon realised that any gain to be made by harassing the inhabitants of small hamlets was far outweighed by the sheer drudgery of constantly developing new spells to defend himself from a barrage of hostile conjuring.

The combined efforts of the good Wizards would normally have been enough to force a renegade back into line. But the Nameless One's own sorcery proved too erratic to predict or contain, due to the unstable amalgamation of elements that he combined.

Occasionally, a spell containing incompatible components would reach melt-down point and unleash an earth-shaking magical pulse. One such magic storm robbed every winged creature in the land of the power of flight; another turned the water in every well of the Realm a sickly yellow colour.

As the populous grew ever more concerned, a Council of Wizards was called, and the noble Houses of Earth, Dragon, Night and Chaos debated long into the night over how best to deal with the recalcitrant. Grisslem, Angrath, Shaspuk and Xtalthic, the Lords of these magic castes, watched over the meeting from their own ancient dimension.

Each took pleasure in the wisdom that their affiliated Wizards brought to the debate - Xtalthic, God of Chaos, nodded sagely as Karnak Necretius, the wisest of his followers, calmed the other disciples of Chaos, some of whom were less interested in defeating the Nameless One than in wielding his power as their own.

Shaspuk, the shadow God, was pleased to see that Mad Meg Nightwych remained true to her calling as a defender of those who cannot defend themselves, while keeping her fearsome temper under control, lest she disrupt the Wizards' Council.

Over all, they felt that as long as a truce between the magical Houses could be maintained, this upstart Wizard would soon be banished. They were wrong.

In a cavernous castle, on the wrong side of the canal, the outcast Wizard toiled long into the night on a spell of prediction. His own arrogance had convinced him that total control of the Realm was within his grasp.

Impatiently, he conjured a predictive vision that he fully expected would show him lording it over the citizens of the Realm, with a team of assassins maintaining order at his command, and the Wizards of the Four Houses humbled before him.

As he weaved a fiery combination of mercurial elements in a white-hot cauldron, the walls of the dungeon shook with the force of magical fusion. As the slate grey smoke began to clear, the Wizard let out a roar of fury and confusion. The revelation burned bright into his retinas for only a few agonising



moments. But there could be no doubt as to what he had seen - his own defeat, as humiliating and absolute as anything he had planned for the Council of Wizards.

Ashen with rage, he let out a deafening wail. He would not accept such a fate without a fight. Throwing any last vestige of caution to the wind, he began to create a chain of hybrid spells, each one building on the force unleashed by the last. Disregarding all magical protocol he recited spell after twisted spell until he had summoned a vortex of pure magical energy.

He was not the first renegade to attempt to manipulate the Four Faces of magic to his own advantage. But none had been so ruthless or determined as he. Most had either collapsed with crippling exhaustion or simply been obliterated by a firestorm of magical feedback.

Pure energy crackled in a halo around his body as he braced himself for the final push. Sweat stained his brow, and his bones ached so hard he thought they would crack. Slowly, he began to levitate from the floor, forcing every last ounce of will-power into channelling the magical maelstrom he had created.

The four Gods of magic sensed a sudden build-up of energy. But the seemingly random collisions between the four core elements obscured the true implications of this massive power-surge.

Their concern was tempered by the fact that they'd seen upstart Wizards come and go, generally self-destructing with the minimum of Godly intervention. It suited not their transcendental state to appear too concerned over the misplaced megalomania of a mere mortal.

But one by one they were summoned by the Wizard's symphony of destruction. As his meta-spell ruptured their spiritual plain, rogue magic tendrils transported the four Great Gods into the World of Dreams. Of course, one can never truly banish a God, and this attempted exile could only be achieved by directing their spiritual essences into four mystical Holy Talismans. To ensure that they remained locked within their crystalline prisons, the Wizard cast a final spell sending the quartet of Talismans to the four corners of the monster-infested dungeons of the Realm. Only the foolhardy, he felt, would attempt the potentially lethal task of reuniting them.

The Gods' predicament was felt instantly, in the mortal world of the Realm. The night sky turned ruby red, and a thunderstorm rolled across the heavens, sending lightning bolts crashing down upon the land. Without the Gods' guiding hands, the magical order began to unravel at an alarming rate. Panic spread through the Wizards' Council, as the implications sank in. Unless order could be restored, the Realm itself would collapse, leaving the Nameless One free to conquer the ruined towns and cities, and rebuild them in his own image.



As natural disasters and bizarre phenomena shook the Realm, the citizens rallied round the Wizards' Council. Warriors demanded swift and violent retribution. Assassins plotted a covert mission of elimination. Level-headed Rangers called for calm and careful consideration. Wizards, meanwhile, studied ancient manuscripts, searching for an insight into the calamity that had befallen them. After hurried consultation, the Earth Wizard Zastaph Mantric declared that certain ancient scrolls told of Talismans that could, in certain circumstances, imprison the energies of exiled Gods' souls. By bringing these Talismans together, the Gods could, in theory, be extricated from their plight.

A plan soon emerged. It was agreed that a team of four voyagers, drawn from the assembled ranks of Wizards, Rangers, Warriors and Assassins, would scour the dark recesses and dungeons of the Realm, battling any obstacles in their paths, until the four talismans could be found, the Gods be freed and the Nameless One be destroyed. With the fate of the Realm at stake, this could prove to be the greatest adventure of them all...



INSTALLING HEXX

Hexx requires 800K of EMS memory and a Microsoft-compatible mouse driver with mouse.

Insert the disk labelled "Hexx disk 1" in drive A. Type "a:" and hit return. Type "install C:\hexx" and hit return. Hexx will install onto "C" drive. If you wish to use a different drive, use it's letter instead.

"\Hexx" is the name of the directory the game will be installed into. You may wish to install the game into a different directory, or a directory contained within another. To do this, type (for example) "install c:\games\hexx".

Sound configuration

If you are playing Hexx for the first time you'll be asked what sound cards (if any) you have fitted to your computer.

From the list displayed on-screen, select the one that matches your set-up. Players with a SoundBlaster or compatible can select Adlib at this point as sound effects are handled separately.

With SoundBlaster sound effects the game requires about 575K of conventional memory. With Soundblaster (music only) or other sound cards, only 485K is required and with just Beeper sound, only 455K of conventional memory is required (if you select an option that you don't have enough memory to support, sound will revert to Beeper).

When you have entered your choice you will be asked which sound effects you require. The effects for SoundBlaster can be combined with the Roland music only if you have BOTH cards. Adlib and SoundBlaster can be combined and this gave the best results when used under the Gravis' SBOS software.

If you want to change your sound set-up at a later date, simply type "setup", press return and repeat the procedure above.

PLAYING HEXX

Once in the Hexx directory, type HEXX <RETURN> to access the title screen. Choose the "begin new game" option to select the characters that you'll play Hexx with. Alternatively, you can select the "continue play" option, then select "return to game", to play with a well-balanced default party.

If you've already played Hexx, choosing the "continue play" option will take you to the main options screen. From there, you can load and return to saved games.



Character Selection

Before you enter the domain of Hexx you must select a party of four adventurers. By selecting "start new game" on the Hexx title screen, you will enter the Character's Forum.

There are sixteen characters gathered there, drawn from four different character classes. The top line contains four warriors and the four wizards. The bottom line features four rangers and four assassins.

One adventurer from each character class is affiliated to each of the Four Houses of magic. Full biographical details for each character are available at the end of this manual.

Click on any face to select or dismiss a character. Once selected the character will "step forward" - clicking on the large image of the character with the left mouse will display that character's inventory and statistics (useful for comparison when two or more characters have been selected). A right mouse click will dismiss the character.

Your party will progress through the game as illustrated in the face-icons window in the bottom right of the Characters Forum screen - two in front and two to the rear.

For the safety of your party, it is recommended that you keep fighters and/or rangers in the front rank, with wizards and/or assassins in the second rank.

You may rearrange your party using the face icons window. With a left mouse button, the character will be highlighted in red to indicate readiness to swap position - a left click in the position of your choice will place them there (if the position is already occupied, the characters will swap places). The right mouse button selects the character for display of stats and inventory.

There is no obligation to choose one player from each character class, and by choosing, for example, two warriors and two assassins, or three wizards and a ranger, you can make a real difference to how your party will be equipped to handle the adventure as it unfolds...

Clicking on one of the Exit tapestries will finalise your party selection, as you proceed to the main game. Note that it is not possible to rearrange your party order once into the game. This can only be done during character select.



Saved games and a default team...

Choosing the "continue game" option on the title screen will allow you to choose from up to five previously saved games via the following options screen, or, by choosing the "return to game" option at the start of play, will allow you to begin with a well balanced "default" party, containing one adventurer from each character class.

However, if you have been playing the game and quit to Dos, upon resuming play your "return to game" option will feature the last party of four characters you selected.

CHARACTER CLASSES IN HEXX

All of the characters available in Hexx can utilise magic to varying degrees - some are more magically adept than others. There are four classes of character available:

Warriors

Although weak in the use of magic, Warriors are first-rate fighters who belong in the front rank of your party. They have high strength and can inflict great damage on monsters in close combat. Warriors may learn a new spell at every fourth level.

Wizards

The most powerful spellcasters available, Wizards are an invaluable asset to any adventure. They learn spells rapidly, at the rate of one per level-break and can inflict enormous harm on monsters with their magic. However they do not make very good fighters , and should be placed at the rear of the group for their own protection.

Rangers

Second only to Wizards in use of magic and to Warriors in combat, Rangers fulfil a very useful role. They are tough enough to be placed at the front for melee combat, whilst at the same time they may blast at their foes with barrages of deadly spells. Rangers may learn a new spell at every second level.

Assassins

When placed in the second rank this unique character class are potentially the most lethal adventurers of all. They have a special back-attack which can inflict triple damage on a monster when they hit one from behind (providing they use one of the special thief weapons such as a Dagger or Stealth Blade). They also make the best archers and can detect Illusionary walls. Magically they are fairly adept and may learn a new spell at every third level.



One character from each the four classes available is aligned to each of the four schools of magic, which affects the spells they are best able to cast.

E.G.: Zastaph Mantric, the Earth Wizard, is better at casting Earth magic than Karnak Necretius, who is a Chaos Wizard.

Full biographical details for the sixteen adventurers gathered at the Characters' Forum are available at the end of this manual.

Vital statistics

Each character begins the game with their own, unique set of statistics, as displayed in the Character's Forum and, during play, in the statistics window of the Inventory Mode game-play screen.

HP (Hit Points) : The number of damage points a character can take before dying. The first number is the current and the second number is the theoretical maximum. The Chymera's Blood potion can boost hit points to above the theoretical maximum.

SP (Spell Points/Magic Aura) : The number of points a character has left to spend on casting spells. The first number is the current and the second number is the theoretical maximum - again, this total can be boosted to above the theoretical maximum by drinking power potions.

AC (Armour Class) : This represents the level of protection a character has from damage. Unusually, the lower the number the better for this stat.

GP : Gold!

Food level : This simply gives a written record of how well fed the character is. Remember, food affects energy recovery so don't let your characters starve! All characters begin the game full - the levels of food satiation are Starving, Ravenous, Famished, Hungry, Peckish, Fed, Full, Replete, Glutted, Stuffed.

STR : Strength. How hard a character can hit monsters. More strength means more damage inflicted on monsters in combat.

INT : Intelligence. Bright characters have more spell points and get better results from using magic artefacts.

DEX : Dexterity. This skill determines how fast a character can fight or shoot bows. It is also a measure of the "dodge ability" of a character, i.e. how hard they are to hit.



CON : Constitution. Not only does a high constitution give a character more Hit Points, but it also affects the rate at which they recover energy after spell casting. (This works in combination with the food level.)

LEVEL : A record of the character's progress. The higher the level (dictated by Experience points), the better the character is, generally. Level-breaks which increase a character's level rating, are covered in the spell casting section of the manual.

EXP : Experience. Each time you kill a monster its EXP value is added to this total simultaneously for each character who is still alive (dead characters will not gain experience).

THE OPTIONS SCREEN...



The main options screen is accessible via the title screen (by choosing the "continue game" option), or by hitting the Esc key during play. It can also be selected via the options screen icon when viewing game-play in Inventory Mode. Return to game-play by selecting the "return to game" option.

Saving & loading games

You may have up to five active gamesaves; each represented by an icon of the view window at the time of making the gamesave. To save a game, select the options screen icon during game-play (or press Esc. to access it). Select the "save game" option, and one of the five save slots (Esc will clear a slot name, or abort a save without modifying the disk) and type in a save description, which must be terminated with Enter/Return.

A saved game can be loaded by choosing the "load game" option, selecting a saved game by clicking on the appropriate saved screen-icon or name, then by clicking on the "return to game" option.

RAM Restore will restore the last RAM-saved position from RAM. This is done automatically after party death. Saving to RAM is done during play by pressing the "R" key and is done automatically on loading a previous gamesave.



Note that making a gamesave does not affect your RAMsave position. Note also that your RAMsave is lost when you quit the game; switch off your machine; have a power cut etc.

Quit to Dos will return you to Dos. Please ensure that you have made a gamesave should you wish later to resume from your current position.

Mouse speed is selectable at three settings. The default setting is the middle one.

Game detail is available at three settings. The default setting allows full display. The middle setting will remove the display of the ceiling during play. The lowest setting will remove both floor and ceiling.

Note that reductions in detail do not compromise gameplay, but may improve speed of play substantially. The TAB key allows detail selection during play.

The game-view window in the bottom left corner of the options screen shows your current position. This is updated after a LOAD from disk or after a RAM-Restore. Return to game will return you to play.

During play, sound options are available on the options screen, from "music and effects" to "no sound at all!"

Game-play

Wizard can be played using three viewing modes - "Normal Mode", "Inventory Mode" and "Full-Screen Mode". The game commences in "Normal Mode".

Movement is via keyboard or by holding down the left mouse while the cursor is in the view window.

Action Cursor

While the mouse cursor is outside of the game-view window, the cursor will be a pointing hand. Use the very tip of the graphic to access icons.

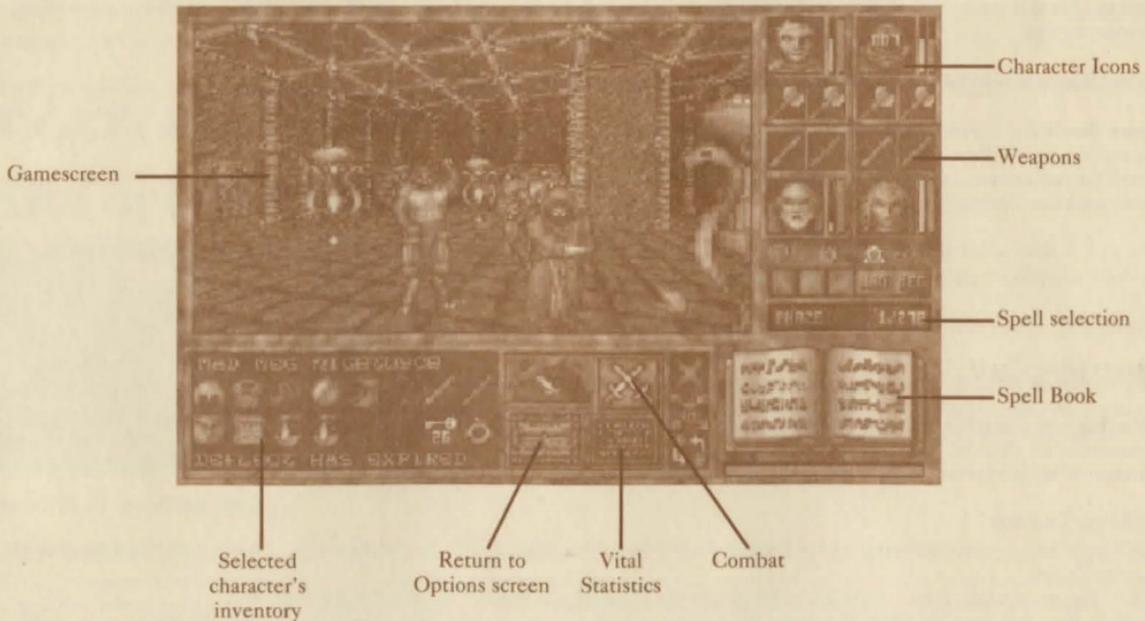
Within the view window, the cursor can take two forms; the pointing hand or the grabbing/action hand.

While in the view window, when the cursor is a pointing hand, a click with the right mouse button will aim and cast any spell currently selected. While it is the grabbing/action cursor you may: pick up items from the floor; open doors; use levers or buttons; remove some special items from walls.

You may also carry items in the hand. While you are carrying an item, the cursor will change to show what is carried. Clicking with the right mouse in the view window while carrying an item will: drop the item or, where appropriate, throw the item or attempt to use the item (if it is a key) to unlock a door.



The Main Screen





Movement Keys

Movement is via mouse holding the left button with the cursor in the view window or via keyboard. The higher up the screen you click, the faster you will move.

	<u>Left Keys</u>	<u>Right Keys</u>	<u>Cursor Keys</u>
Normal Forward	S	Keypad 5	None
Turn Left	A	Keypad 4	Cursor Left
Turn Right	D	Keypad 6	Cursor Right
Fast Forward	W	Keypad 8	Cursor Up
Fast Turn Left	Q	Keypad 7	None
Fast Turn Right	E	Keypad 9	None
Move Left	Z	Keypad 1	None
Move Right	C	Keypad 3	None
Move Backwards	X	Keypad 2	Cursor Down

NORMAL MODE

<u>Icon</u>	<u>Left Mouse Action</u>	<u>Right Mouse Action</u>	<u>Keyboard Equivalent</u>
Face Icons	Give carried item to char	Select char's inventory and enter/leave inventory mode	F1-F4
Hand Icons	Take/Give/Swap item carried with item in hand.	Shoot bow, drink potion, cast scroll cast wand/staff/ring, eat food, take gold	
Spell name box	Cast currently named spell of current spell character	Cast currently named spell of current spell character	
Spell Book	Select/Deselect a spell	Turn Page	
Crossed Swords	Enter combat	Enter Combat & cast all selected spells	Space Bar



Compass

Enter Map Display

Enter Big-View Mode

F9/F10

Continuous Area

Interrogate a continuous effect
spell (to check for strength
of spell)

Character portrait icons...

On the top right hand side of the screen, your party is represented by four portraits. Next to each face icon there are two bars. The yellow one indicates your current hit-points as a percentage of your current theoretical maximum (the maximum possible hits point total will increase each time a character makes a level-break, or consumes certain potions - thus, a large hit points total may be represented by a smaller bar as the maximum possible total increases).

The purple bar represents current percentage of spell points (which increase in much the same way).

Items placed in a portrait icon's hand slots will be deemed to be held.

Items "dropped" on a portrait icon's face with a left mouse click will be placed in the character's inventory (see Inventory Mode section for further details).

Spell book and spell casting

Beneath the face icons are the spell-caster selection buttons, spell name display and the spell book icon. These will be dealt with in the spell casting section.

Combat

The crossed-swords icon initiates automated combat, leaving you free to manipulate your party and its inventory, and to select and cast spells. Meanwhile archers will get on with aiming and firing arrows and characters will keep hitting at anything in range (a right mouse click on the combat icon will launch selected spells automatically - a left click, only 'weapon' combat).

Automated combat will cease if the monsters move out of range - if they do retreat then return, you must re-launch combat with the crossed swords icon.

To shoot a bow, the bow and the arrows to be used must be in the character's hands (you cannot shoot arrows held elsewhere in your inventory). If a bow is used manually (by a right mouse click), it will automatically aim at the enemy nearest you. Like bows, rings, wands and/or staves may only be utilised (by clicking with the right mouse button) when in a character's hands. Scrolls, potions and food can be used from anywhere within a character's inventory.



Monsters will attack the closest character (i.e. a monster on the right hand of the screen will attack the right hand character in the first rank of your party). It is never a good idea to turn your back on a monster attack!

Map



The game map can be accessed by pressing F9 on the keyboard or by clicking with left mouse on the compass . Your current position and direction is indicated by a small blue arrow. Note that while viewing the map, the game is effectively paused.

Clicking on the map icon in the top right corner of the map screen will allow you to view maps from other towers that you have visited throughout the game - each map screen will remain blank until you have explored the relevant area.

The Up/Down icons will allow you to view other level maps of the currently selected tower/dungeon and the purple exit icon will return you to play.

INVENTORY MODE

Selecting a character's face with the right mouse button (or by pressing F1-F4) will allow you to enter or leave Inventory Mode. Inventory Mode is very similar to Normal Mode - the main difference is that you have instant access to more of your party's inventories.

Only one character's full inventory, displayed in the bottom left hand of the screen, may be viewed at any one time.

The inventory

There are sixteen inventory slots assigned to each of the four characters. The first six of these are reserved for armour types; helmets, armour, gloves, shields, boots and amulets.

An item in one of these custom slots is deemed to be equipped/worn etc. Amulets tend to enhance a character in some way. The character will instinctively equip armour/amulets if the relevant custom slot is currently not in use, eg. a character will automatically don chain mail "dropped" onto their portrait icon or inventory armour slot if the appropriate armour slot is clear or the item offered represents an upgrade.

Characters will not automatically downgrade items - i.e. swap currently-worn chain mail for leathers. To re-arrange your party in this fashion is only possible manually.

The other two slots on the top line of the inventory duplicate the character's hands (as shown in the group inventory on the top right hand of the screen). A hand-held item will be accessible via either inventory display.

Clicking on item slots in the inventory will take/give/swap an item if the left mouse button is used.



The right mouse button will drink potions, cast scrolls, spell-rings, wands or staffs, eat food, stash bags of gold. Note that sacks of gold held in inventory slots will not count towards a character's gold total in the statistics window until they are "stashed" with a right mouse click. Note also that food, scrolls and potions can be used directly from the inventory - all other objects, such as wands or rings, have to be held in a character's hand before they are usable.

Common keys and arrows can be pooled into collections of up to ninety-nine. Typically, the left mouse button will take a whole pile while the right mouse button will take only one (or one more than currently held by the cursor) at a time.

Other icons...

There are further icons available in Inventory Mode.

The compass behaves as it does in Normal Mode to access either the map or Full Screen Mode.

The crossed swords works, as before, to launch either normal combat or normal-plus-magical combat.

Further available icons are :

Exit Inventory - Which will return you to Normal Mode.

Options - Which will take you to the options screen.

Stats Display - Which will display the current character's stats. This comes in two pages. Use the left mouse button to toggle between the pages and the right mouse to regain the bank of icons.

Pool/Share Gold - By using the pool/share gold icon the total party funds can be shared or split (see 'Shops' in the miscellany section for further details).

Change Current Inventory - This icon will quickly switch you between character inventories. Using the right or left button will move you through the character's inventories by the right or left, respectively.



FULL SCREEN MODE



You can enter Full Screen Mode either by clicking with the right mouse on the compass icon (either from Normal Mode or from Inventory Mode) or by pressing F10 on the Keyboard. Fewer icons are available in Full Screen Mode, and it is really only recommended for faster machines, although speed may be adequate on mid-range machines if the detail is turned down (by pressing the Tab key to select one of three settings or via the options screen).

The icons available in Full-screen Mode are (as above) the character portrait icons, the hand icons, crossed-sabers "combat" icon, spell name icon, name boxes. It is recommended that any required spells are selected prior to entering Full Screen Mode as the spell-book is not available.

You may leave Full-screen Mode by pressing F10, to return to Normal Mode, or by clicking on a face icon with the right mouse, which will take you into Inventory Mode with the selected character's inventory displayed.

As with Normal Mode and Inventory Mode, dropping items onto a character's face in Full Screen Mode with the left button will deposit the item into the character's inventory.

Miscellany

Beds

During dungeon exploration, you will find beds. Clicking on a bed with the right mouse will send your party to sleep. The party will always wake up hungrier than they were before sleeping unless they are already starving.

Sleep allows much increased recovery rates of spell points and hit-points and only during sleep may a character gain levels or learn new spells. Note that a starving character will not heal hit-points.

Shopping and selling

There are several shops selling items and consumables tucked away in dark alcoves. Each shop has two pages of shelves, accessed by clicking on the arrows above the shelves. Clicking on an item on a shelf with the left mouse will ask the shopkeeper



for a price. Clicking with the right mouse will purchase the item, if the character whose inventory is active has sufficient funds. The Pool/Share gold icon will be of help during shopping - a left mouse click on the icon will divide the party's gold evenly between members; a right click will give all the gold to the currently selected character (note that gold carried in sacks in a character's inventory does not count towards his or her gold total until it is deposited, with a right mouse click, into their 'stats').

To raise extra gold to buy a particularly useful item, you might want to sell some unwanted items from your characters' inventories. Clicking on the shopkeeper while carrying an item with the left mouse will ask the shopkeeper for a price; using the right mouse will sell the item.

The shopkeeper almost always makes a profit and is not prepared to haggle. Any rings/wands/magical-staves bought from the shopkeeper will be fully charged, so you may wish to sell an item and then buy it back in order to recharge it.

The shopkeeper will add any non-consumable item to the shop's inventory if there is free shelf-space so that you may buy the item back at a later time. If the shelves are full, the item will be discarded. Note that the item may go to the other page of the shop's shelf-space.

Regen-Chambers

You will find regeneration chambers from time to time. Their location may well be worth noting. Entering a regen chamber will bring any dead party members back to life and will always restore the whole party to full health.

Spell casting...

Spell directory

Beneath the character portrait icons are the spell-caster selection buttons. Clicking on these buttons will select a character's spell book (note that it is possible to use one character's spell book while another character's general inventory is open).

A right click on the spell book turns the pages (each spell-class is covered by a double-page spread within the book). A left click on a spell selects it for casting (but does not cast it).

When no spell is selected, the current spell points and maximum available spell points will be displayed beneath the spell-caster buttons. Power potions can boost your spell points to higher than the normal max. so a reading of say, 250/150 would be possible. When a spell is selected, this read-out will display the cost in points of the spell as a fraction of current spell points.



Spell Casting

Selected spells may be cast in four ways:

- By a right mouse-button click on the crossed swords icon, which will also initiate combat (the space bar duplicates this function).
- By clicking on the spell name display (between the spell-caster selection buttons and spell book).
- By clicking with the right mouse-button in the view window (this will also aim the spell where applicable).

If a spell is not aimed, the character will do the aiming. Characters are often more accurate in their aim than you may be.

- The horizontal blue bar beneath the spell book displays the current vitality of the character whose book and spell are selected. A character has more difficulty casting a spell when low on vitality, which is indicated by a higher spell-cost. There will be times when a character is so exhausted that a spell will cost more points to cast than a character's current spell point total allows.
- The character's food level determines the rate of vitality recovery. Holding an item called Angrath's Heart will also boost vitality recovery.
- The cost in spell points to cast a spell depends on a character's ability as a magic user and how tired the character is (vitality bar). A spell will cost at least one point and have greatest effect if cast when the character is fully rested (vitality bar on full).
- All spells will eventually cost only one spell point, as the cost reduces with repeated casting - practise makes perfect! A spell will have greatest effect if cast when the character is fully rested (vitality bar on full). As a character recovers vitality, the cost of the spell will decrease until that character's vitality is on full and the spell will cost its current casting cost.
- Casting a spell tires the character (as reflected by the vitality bar). The Amber Amulet greatly reduces tiredness caused by casting many of the spells.
- Continuous effect spells when cast, will be represented by icons which will appear between the compass and the combat icon in Normal Mode, below the character portrait icons in Inventory Mode and beneath the face of the fourth character in Full Screen Mode, until the spell expires. The icons will begin to fade shortly before the spells expire.
- To use the "recharge" spell you must pick up the item to be recharged and click on the spell-name display - it will recharge up to seven charges, depending on the magical ability and level of the character casting it.



Learning new spells...

When a character reaches a certain number of experience points they will be due a level break, making them more powerful and, occasionally, granting extra spells (see the spell casting section for further details).

Wizards gain extra spells at every level break; Rangers gain spells at every even level; Assassins gain spells on every third level, Warriors at every fourth.

If you think you're due a level break then you can check your EXP total against the list provided. If you've passed one of the milestones then go to sleep at the first opportunity (on one of the beds which you'll find in various dungeons).

Level breaks are free, but new spells will only be granted by the Lost Gods after a sacrifice of gold, to prove your piety. You don't HAVE to check your exp. in order to gain levels, it is checked for you whenever you sleep.

All characters begin at **level 1**.

Level 2 2000 experience points

Level 3 6000 experience points

Level 4 12000 experience points

Level 5 25000 experience points

Level 6 40000 experience points

Level 7 60000 experience points

Level 8 80000 experience points

Level 9 110000 experience points

Level 10 140000 experience points

Level 11 170000 experience points

Level 12 200000 experience points

Level 13 230000 experience points

Level 14 270000 experience points

Level 15 310000 experience points

When a character gains a level break they may also be granted the opportunity to learn a new spell, during sleep, from one of the Lost Gods.

If the Gods appear, you will be asked "From which Lord will you study?" Click with either mouse button on the God whose magic you wish to learn.

If you select a God then change your mind, click on the Gold arrows at the bottom right of the screen to go back. The chosen God will usually offer two spells at a time, unless you have learnt all but one. If a God has no more spells to teach you then you will be told so.



Click on one of the proffered spells. You will be informed of the spell's cost on gold and how many spell points it will cost you to cast it. If you like the spell and can afford it, then click on the spell name. The Gods will then vanish back into the realm of dreams. Clicking on the golden arrows will exit the God's screen entirely if you do not wish to learn a spell for that character. (The Gods will pester you every time you sleep until you buy a spell when one is owed to you!)

There is no one best method for casting spells, it depends entirely on the situation. The "best" time to cast protection spells, for example, is usually when you are not in any immediate danger from monsters, but you should remember to select for each character a spell that is likely to be useful in combat when you have finished.

Green Spells - Earth Magic

- Armour** - Continuous spell, boosts armour class (AC).
- Healing** - Heals some damage from whole party. Tires caster greatly.
- Paralyse** - Freezes a monster temporarily.
- Levitate** - Prevents falling down pits and protects from firepaths.
- Warpower** - Continuous spell, boosts combat ability and damage dealt in combat.
- Arc Bolt** - Damage spell. An arc bolt will bounce from walls
- Renew** - Restore all lost hit points. Exhausts the caster.
- Formwall** - Creates a wall. Cancelled by casting another in same place.

Yellow Spells - Chaos Magic

- Deflect** - Continuous spell, protects from missile fire. Short lived.
- Terror** - Causes monsters to flee in panic.
- Antimage** - Continuous spell, protects from magical attack.
- Regen** - Continuous spell, heals and returns from the dead
- Ethblade** - Creates a weapon in a free hand. Allows double attacks, even from the rear rank of the party.
- Spelltap** - Will reduce a monsters magic ability. If the party is hit with spelltap then all continuous effect icons will be cancelled and the party will lose spell points.
- Vivify** - Returns dead characters to life.
- Disrupt** - Damage spell.



Red Spells - Dragon Magic

Missile Damage	The party can defend with Deflect
Torch	Creates light
Fireward	Creates a ward.
Dispell	Removes firepath and illusory walls
Fireball	Damage spell.
Firepath	Creates firepath locations.
Recharge	Will recharge items. Exhausts the caster.
Inferno	Damage spell with knock-on fireballs.

Purple Spells - Night Magic

Confuse	Will cause a monster to fumble around.
Phaze	Limited teleport. Will leap over monsters often spinning you to turn and face the monsters' backs.
Suspend	Will float the party away from danger. Cancelled by any right mouse click in the view window or by any attempt to cast an aggressive spell.
Trueview	Continuous spell, sees through illusory walls and gives the effect of great light.
Wizeye	Exploration spell.
Mindrock	Creates illusory walls
Wychwind	Damage spell to fore, aft and sides.
Mindrage	Damage any monster in clear view. Exhausts the caster.

Potions/Items

Hedjog Venom	Restores full hit points
Moon Elixir	Restore full spell points
Phoenix Broth	Restore full hit points and spell points
Chymera Blood	Boosts hit points even to above maximum
Power Potion	Boosts spell points even to above maximum
Dragon Ale	Adds one to intelligence, increases spell points total and restores full spell points



Orc's Vomit	Adds one to strength, increases hit points total and restores full hit points
Snake Staff	Arc Bolt spell
Firestaff	Inferno spell
Grim Reaper	Disrupt spell
Power Staff	Wychwind spell
Sun Staff	Casts all continuous effect spells
Cloud Staff	Mindrock spell
Serpent Wand	Renew spell
Dragon Wand	Fireball spell
Night Wand	Confuse spell
Chaos Wand	Antimage spell
Amber Wand	Missile spell
Cloud Wand	Suspend spell
Serpent Ring	Warpower spell
Chaos Ring	Deflect spell
Dragon Ring	Fireward spell
Night Ring	Phaze spell
Cloud Ring	Trueview spell
Moon Ring	Regen spell
Amber Ring	Armour spell

Scrolls and rings/wands/staves will have greater effect if cast by the highest level character with the highest intelligence.



THE CHARACTERS AVAILABLE:

Blodwyn Earthmother, Earth Warrior

Golems, as a rule, tend not to be too gregarious and usually shun the civilised areas of the land. However, they are very loyal and have long memories. So when Blodwyn was rescued from imprisonment in a glacier with a fiery blast from the then-young Zothen Runecaster, she vowed to help the cause of humans whenever she could and so became an adventurer. She starts the game with the spell of ARMOUR.

Astroth Slaemwort, Chaos Warrior

Being an Orc, it would be far more natural to find Astroth fighting in favour of the forces of darkness, as he once did during the Chaos wars of the year 1200. But Astroth was betrayed and sold to the Ghast slavemasters by a particularly evil clan chieftain known as Knucklebane. He later escaped and now searches in dark places and monster infested dungeons for his adversary. He starts the game knowing the spell of DEFLECT.

G'Narr Helmcleaver, Dragon Warrior

Legends tell of an order of Dragon-Knights who came from the far North bringing death to all creatures of evil intent. Although G'Narr is not of that order, for they died out a thousand years ago, he is devout in his pursuit of their beliefs and is a mighty adversary to all who fight for the Evil One. He starts the game knowing the spell of MISSILE.

Tarnak Wythenbane, Night Warrior

Hailing from the Great Northern rift, where the winters can last for nine months and the days seldom last longer than a few hours, it is not surprising that Tarnak's people were blessed by Shaspuk, the Shade of Night. What is more unusual is that one of them should travel to the warmer Southern lands, apparently seeking fame and fortune. But Tarnak's village was destroyed by a band of marauding Ratmen and now, due to some obscure sense of honour, he must hunt and destroy all manifests of evil, no matter where the quest takes him. He starts the game knowing the spell of CONFUSE.



Zastaph Mantric, Earth Wizard

Earth Wizards are traditionally wanderers, travelling from village to village, healing the sick and generally protecting the good folk from evil attacks. But Zastaph is a descendant of the legendary Berserker, Slyzaar Mantric, and although his vocation is different, Zastaph has inherited the motivations of his illustrious ancestor. He still travels the land like any other Earth Wizard, but usually as a monster-hunting adventurer instead of a local village shamen. He starts the game knowing the spells ARMOUR and HEALING.

Karnak Necretius, Chaos Wizard

The followers of the Chaos God are generally feared, misunderstood and shunned by normal folk. This distrust is further compounded as most of the followers of Chaos also misunderstand the doctrine of their God, usually becoming evil-doers. Karnak suffers from none of these illusions - he understands that the true nature of Chaos is the natural force of the universe. He has thus vowed to fight evil, even when he must kill his own kind, as this too is true to Chaos. He starts the game knowing the spells DEFLECT and TERROR.

Zothen Runecaster, Dragon Wizard

As a young man, Zothen would travel the land in search of monsters to toast with his newly acquired Wizard skills. During one such adventure he fought a band of Ice Trolls who had captured a female Golem and imprisoned her in a glacier. He defeated the trolls at great cost to himself and managed to free the Golem, Blodwyn Earthmother. Since that day they have been firm friends and often fight together. He starts the game knowing the spells MISSILE and TORCH.

Mad Meg Nightwych, Night Wizard

As a follower of the shadow God, Shaspuk, Mad Meg has a contradictory nature. On the one hand she is gentle, helpful and protects the weak, whilst on the other she has a rage incomparable in it's ferocity. As a young woman she would often fall foul of people she met due to this and so earned her name. She soon found that adventuring was an occupation in which all of her talents could be appreciated without prejudice. She starts the game knowing the spells CONFUSE and PHAZE.



Sethra Boaghail, Earth Ranger

A quiet but purposeful character, Sethra was banished from his lush jungle home by his own race for some wrongdoing that he never speaks of. Lizard-folk are normally regarded by humans as another form of mutation left over from the Chaos wars, but in fact they were the first race to be favoured by Grisslem, Lord of the Earth. Humans were still in the trees when Sethra's people ruled in their great cities of gold. He starts the game knowing the spell of ARMOUR.

Borgath Axeldeth, Chaos Ranger

Although not exactly evil, Borgath's interpretation of Chaos is that of random action based upon his often dark moods. He gained his second name due to his disturbing habit of chaining his enemies to cartwheels and rolling them down steep hills. He does, however, have a strong sense of personal honour and will protect his comrades with his life if needs be. He starts the game knowing the spell of DEFLECT.

Mistral Merrywater, Dragon Ranger

Had they met earlier in life, Mistral would have made an excellent apprentice to the Wizard Zothern. Banished from her village for refusing to marry the local squire, she has carved a reputation for herself as a strong fighter and talented mage, but she is ever seeking more dangerous enemies and hazardous quests. Mistral is still young but ambitious and feels her destiny is to set an example to all women, showing that they can easily beat men at their own games. She starts the game knowing the spell of TORCH.

Banath Dreamslayer, Night Ranger

The great cities of the land offer havens to all kinds of lowlives, thieves and cut-throats, so having your own personal bodyguard is an aspiration almost all nobles possess. Banath used to work for a minor guild-lord until his master's entire estate was burned down in an unfortunate accident, leaving him without work. Using his aptitude for night work he began to travel the cities of the land searching out troublemakers and evil-doers, in return for recompense from the local merchants. Upon learning of the Evil Wizard's plans he realised that here was a real quest with probably a real reward too! He starts the game knowing the spell PHAZE.



Elfric Falaendor, Earth Assassin

The lives of humans and elves have rarely followed a common path, but occasionally the elders from the Eternal forest will send one of their kind out into the world on a scouting expedition, to determine just how depraved the "civilised" world has become. When Elfric was chosen he went forth, eager to complete his mission and to return his people, but he was so moved by the suffering he encountered he vowed to remain in the outside world and fight for the common good. He starts the game knowing the spell of HEALING.

Gnarleth Ratslugg, Chaos Assassin

Whenever there is an insane necromancer, there is usually an insane necromancer's assistant. Gnarleth was once a mindslave to the powerful sorcerer Blakth-Roth and learned his assassin's skills doing his master's dark bidding. But when Blakth-Roth was slain by a rampaging mob, the spell he held over Gnarleth was broken, freeing him from his bonds and enabling him to choose his own destiny. In an attempt to make amends for the evil he perpetrated under his master's thrall, Gnarleth chose the role of Adventurer and now seeks to destroy evil. He starts the game knowing the spell of TERROR.

Lorunath, Dragon Assassin

There is rumoured to be a secret guild of Assassins beneath the great plains city of Sengrosiah, who are unmatched in skill and efficiency. As a boy, Arundel's considerable talents were spotted and he was recruited, destined to spend his life as a hired killer. One day he was commissioned to murder a young princess from a minor barony, but when he laid eyes on her beauty he found himself unable to carry out his task. Knowing that failure meant death at the hands of his former masters, he now wanders the land using his skills for good instead of evil. He starts the game knowing the spell of MISSILE.

Karena Karinova, Night Assassin

To the East there was once a small kingdom, never very powerful and of no real threat to anyone. Then, one day, a larger and more aggressive neighbour decided to invade and crushed the small kingdom with one blow. Karena was the only surviving member of the royal family. Exiled from her home, she has vowed never to reveal her face until the crown of Korvak rests once more on her brow. She starts the game knowing the spell of CONFUSE.



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Game design by Tag & Pete James

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Beeper SoundFX & driver by Tag

Music Manager: Phil Morris

Playtesting by Tag

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Original Illustration by Carl Critchlow





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