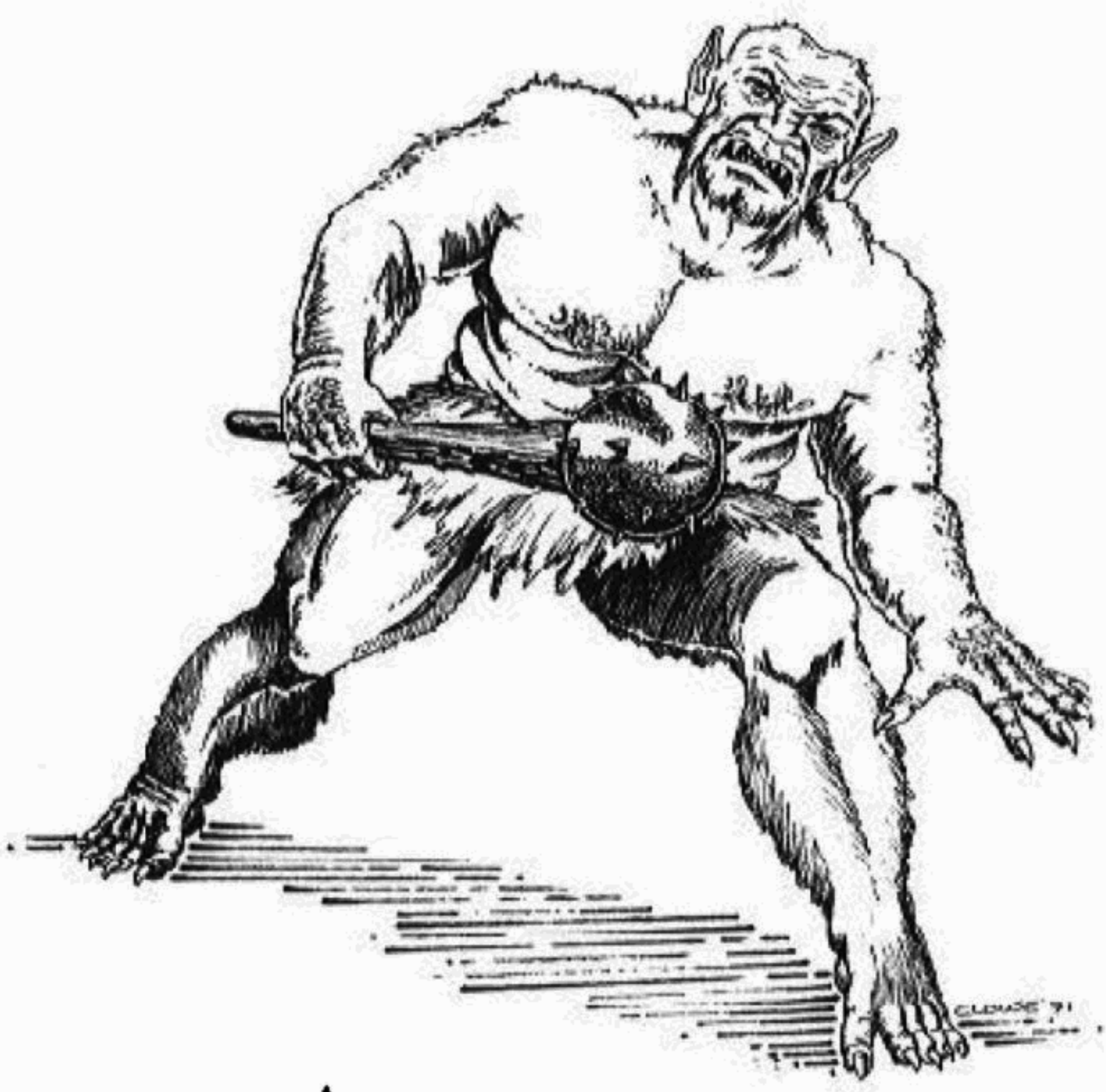
SWORDS of XEEN



NEW WORLD COMPUTING, INC.

ENTERTAINMENT SOFTWARE

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SWORDS OF XEEN

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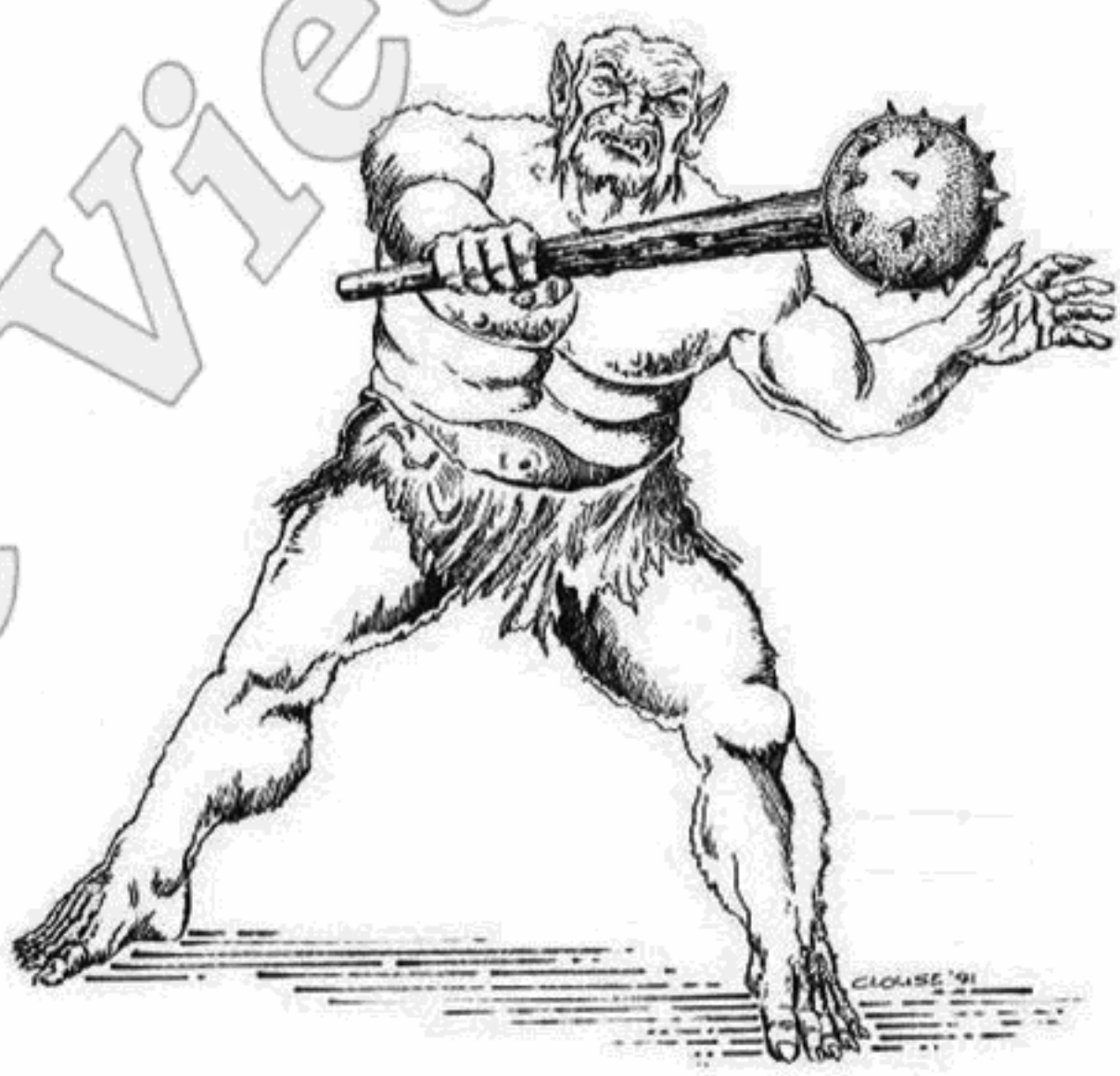
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Introduction to Swords of Xeen

This game reprises the popular game system of World of Xeen with a new and challenging adventure. The structure of the world of Havec is a flat rectangle. It is connected to a small city actually in the world of Xeen, Greyhaven, by a recently discovered magical pyramid. Through it you will be able to return to the safe environment of Greyhaven to purchase items, get healed or trained, and learn spells. Nothing is known about Havec, the world on the other side of the pyramid, except that the evil Lord Xeen, who nearly destroyed two worlds, regularly travelled through the pyramid for unknown purposes.

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A New Defender

The Dragon Pharoh looks tired. The scaled lids over his saddened eyes sag. Around the throne room stand the many of the greatest heroes in Xeen. It is impossible to not feel previliged to just stand among them. Nervously you notice that not one has been spared the cost of their deeds. Every man here sports a debilitating wound. Even magical healing can only do so much.

When the Dragon Pharoh speaks, his voice is as sad his expression.

"My heroes, you have fought well to free our land. Look about you. The greatest of us have suffered greviously and need time to heal. Yet the remanants of Lord Xeen's creatures continue to want only to destroy our homes and must be dealt with immediately. I have already dispatched nearly every other hero able to bear arms on this mission."

There is a pause and you realize how few heroes are present... and how few remain alive at all after the great conflict. Before you can think of a reply the Pharoh continues.

"Now an even greater threat has arisen. Amid the ruins near Greyhaven was found a ancient gate. Already terrible beasts have emerged from it." A warrior in silver armor rubs three terrible scars that slice across his entire face and nods his agreement. Nothing short of a dragon could have made such wounds.

"I shudder to think what lies beyond that gate." The Dragon Pharoh's voice hardens as he adds, "Yet we must know. Some say it is the land where Lord Xeen was spawned. If so, it must be a truly evil place. One that threatens our badly weakened world."

Now the great dragon's voice fills the pyramid, yet beneath it remains an undercurrent of regret that warns you the Pharoh has little hope of your success.

"You are the strongest and least wounded of all the heroes. I ask you to enter this gate and make sure what lies beyond can never threaten our fair land. Even if you can gain us a year's respite, we will be once more storng enough to defend our world. I wish I could grant you more than a small purse to equip in Greyahven with, but you must complete this quest without further aide... for there is none."

There is a pause ling enough to be uncomfortable. Then without even a glance at each other you and your companions step forward and accept the mission. Pledging your life once more in the defense of your world and to the destruction of evil in another.

The next morning you arrive in Greyhaven and warily examine the pyramid shaped portal.

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A Beginner's Guide to Computer Role-Playing

When you begin Swords of Xeen, you will be presented with a choice of playing the game in Warrior mode or Adventuring mode. The game will be less combat intensive in Adventuring mode. Once you make this decision you will be unable to change it until you start a completely new game.

If you are new to the world of computer role-playing games (CRPGs), you'll want to read the rest of this section before you get started. If you just can't wait, you can jump right into the game and use the reference card to help you along.

In Swords of Xeen, you (the player) will be represented by six characters in a party. You will begin the game with a set of default characters just outside of the Tavern. The Tavern is the place you go to when you want to rearrange your party, create new characters, get rumors and advice, and buy food. If you want to make your own characters, go to the Tavern.

Each character will have a name, profession, and statistics assigned to it that represent its capabilities, such as strength and intelligence. Perhaps the most important statistic for all characters is hit points. Hit points represent how much personal damage a character can withstand before falling unconscious. If your character's hit points fall below zero, he will go unconscious. If the character is hit while unconscious, he will die. A character can start with anywhere from 1 to about 40 hit points. Since the average sword blow will do about 6 hit points, a weak character could fall with only one or two blows.

The next most important statistic is your character's level. As you play the game, your characters will gain experience



points through defeating monsters and completing quests. When you have enough experience points, you will become eligible to advance to the next level. When your level increases, your hit points and fighting ability will improve.

While you will spend a lot of time fighting monsters, you will also have time when you are free to explore the land of Havec. There are many different kinds of places to visit, but the places you will frequent the most will be the towns. In the towns you will be able to find shops and services where you can buy better equipment, learn spells, and get healed.

For the beginning player, computer role-playing games can seem confusing at first. We've done our best to make sure Swords of Xeen is easy to learn and play. Once you get the hang of it, we're sure you will have a lot of fun.

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Creating Your Characters

Swords of Xeen starts you off with a set of six pre-made characters. These characters have all the equipment and abilities necessary to begin the game, and are just fine to use if you don't want to create your own characters.

Creating a character is easy. Whenever you want to make a character, just go to any Tavern and check in. Once you have checked in, select **(C)reate** a character to get to the character creation screen.

The character creation screen is where you will make your characters. There are seven numbers in a column next to some mysterious letters. These letters are the statistics for your character, and this is what they mean:

Mgt: Might is a prime statistic for Knights and Paladins. Might affects the damage your character does when you hit a monster. Might also is used to break down doors and lift or destroy certain objects.

Int: Intellect is a prime statistic for Archers, Sorcerers, Druids, and Rangers. This statistic helps determine how many spell points your character will get if you are one of these classes.

Per: Personality is a prime statistic for Clerics, Druids, Rangers, and Paladins. This statistic helps determine how many spell points your character will get if you are one of these classes.

End: Endurance is a prime statistic for Paladins, Barbarians, and Rangers. Endurance helps determine how many hit points your character has.

Spd: Speed is a prime statistic for Ninjas and Rangers.

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Everyone, including monsters, has a speed rating. If your character's speed is higher than the monsters, you will get the first action in combat.

Acy: Accuracy is a prime statistic for Archers and Ninjas. Accuracy helps determine whether or not you hit a monster with a weapon or spell when you attack.

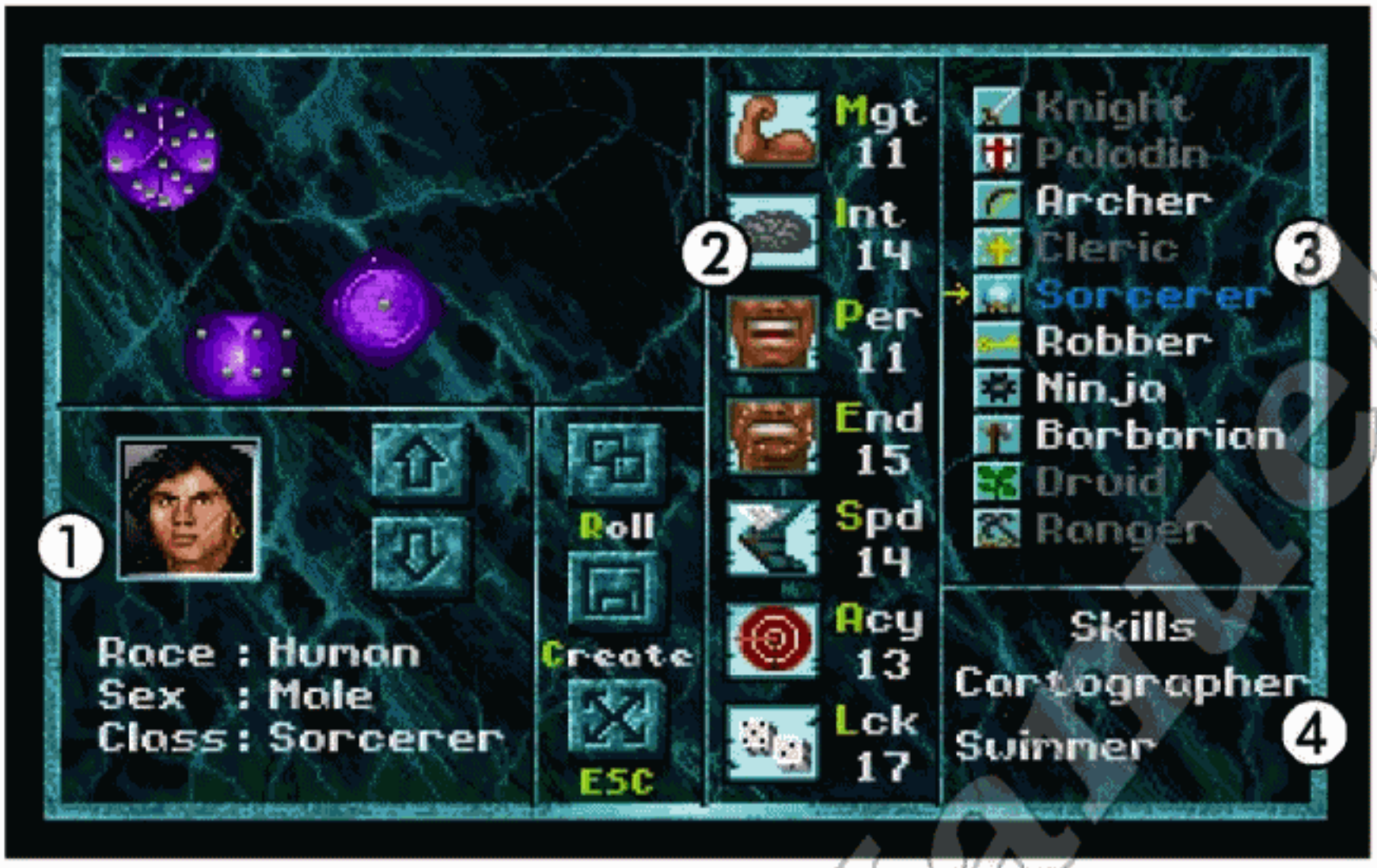
Lck: Luck is the prime statistic for Robbers. Luck improves your chances of surviving a hostile spell or avoiding a trap.

In the bottom left corner of the screen you will see a portrait of your character. If you want a different portrait, use the **UP/DOWN** arrow keys to change it. The portrait you choose determines the race and sex of your character.

To the right of the numbers is a list of the ten classes of characters. If the prime statistic(s) for one of the classes is high enough, that class will be highlighted, meaning that you could pick that class if you wanted.

If the class you want to be isn't highlighted, you can either reroll the character or move the statistics around until you get the class you want. To reroll, type **R** or click on the reroll icon. To swap statistics, type the first letters of the statistics you want to exchange or click on their icons.

Once you are satisfied with your statistics and the class you want is highlighted, use the **LEFT/RIGHT** arrows and press **ENTER**, or click on your choice to select your class. Now click on the create icon, or press **C** on your keyboard. The computer will now ask you to name your character. Press the **ESCAPE** key if you don't want to make this character, otherwise get creative and type in a name. That's all there is to making a character.



Character Creation Screen

① **Character Portrait**: Shows the character's portrait, race, sex, and class. The two arrow buttons scroll through the list of available portraits.

② **Character Statistics**: Displays statistics. To change them, press **R** or click the **Roll** icon. To swap statistics, select the icon of the statistics you want to exchange.

③ **Character Classes**: Displays the ten character classes. If your statistics permit your character to be a particular class, that class will be highlighted.

④ **Skill List**: Displays a list of skills that this character would start with if you created it.

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Character Classes and Races

All characters have a class and a race. Here is an explanation of the ten classes:

Knight: Prime statistic (15 or greater): Might

The Knight is the best fighter in the game. Able to use any kind of weapon or armor, the Knight will dish out more damage than any other character. The Knight starts with the Arms Master skill and gets more hit points than all classes but the Barbarian. The Knight cannot cast any spells.

Paladin: Prime statistic (13 or greater): Might, Personality, Endurance

The Paladin is a good fighter, but not as good as the Knight. The Paladin can use any kind of weapon or armor, but his hit points tend to be lower than the Knight's. The Paladin starts with the Crusader skill and the ability to cast Cleric spells.

Archer: Prime statistic (13 or greater): Intellect, Accuracy

The Archer is as good a fighter as the Paladin. The Archer starts with the ability to cast Sorcerer spells, but is unable to wear armor heavier than chain mail or use a shield. The Archer starts with no secondary skills.

Cleric: Prime statistic (13 or greater): Personality

The Cleric is a fair fighter, but is not allowed to use edged weapons or missile weapons. On the bright side, the Cleric can use splint mail armor or lighter and has twice as many spell points available for casting Cleric spells as the Paladin. The Cleric starts with no secondary skills.

Level Max

Sorcerer: Prime statistic (13 or greater): Intellect

The Sorcerer is a poor fighter. Sorcerers are only able to wear robes and use staves and daggers. Sorcerer spells are the most destructive in the game, and they have twice as many spell points as the Archer. The Sorcerer starts with the Cartography skill.

Robber: Prime statistic (13 or greater): Luck

The Robber is a fair fighter, but is unable to use any armor heavier than chain mail. Robbers can use any one-handed weapon and shield, but cannot cast spells. The Robber begins the game with the Thievery skill.

Ninja: Prime statistic (13 or greater): Speed, Accuracy

The Ninja is a good fighter, but is limited to ring mail or lighter armor and cannot use a shield. Ninjas can use most, but not all, weapons. Two handed weapons are limited to staff and naginata. The Ninja starts with the Thievery skill and is unable to cast spells.

Barbarian: Prime statistic (15 or greater): Endurance

The Barbarian is almost as good a fighter as the Knight, but is unable to wear armor heavier than scale mail. Barbarians can use most shields and all weapons. The Barbarian cannot cast spells and starts with no secondary skills.

Druid: Prime statistic (15 or greater): Intellect, Personality

The Druid is a poor fighter. Druids are only able to use light armor and weapons, but they can cast both Cleric and Sorcerer spells to a limited degree. Druids start the game with the Direction Sense skill and twice as many spell points as Rangers.

Level Max

Rangers: Primestatistic (12 or greater): Intellect, Personality, Endurance, Speed

The Ranger is a good fighter. Rangers are able to use most weapons and armor and can cast both Cleric and Sorcerer spells to a limited degree. Rangers start the game with the Pathfinder skill.

Below is a chart that shows the specific advantages and disatvantages of the ten classes.

Class	HP*	Attacks**	Skill	Spells
Knight	10	5	Arms Master	No
Paladin	8	6	Crusader	Yes
Archer	7	6	None	Yes
Cleric	5	7	None	Yes
Sorcerer	4	8	Cartography	Yes
Robber	8	6	Thievery	No
Ninja	7	5	Thievery	No
Barbarian	12	4	None	No
Druid	6	7	Direction Sense	Yes
Ranger	9	6	Pathfinding	Yes

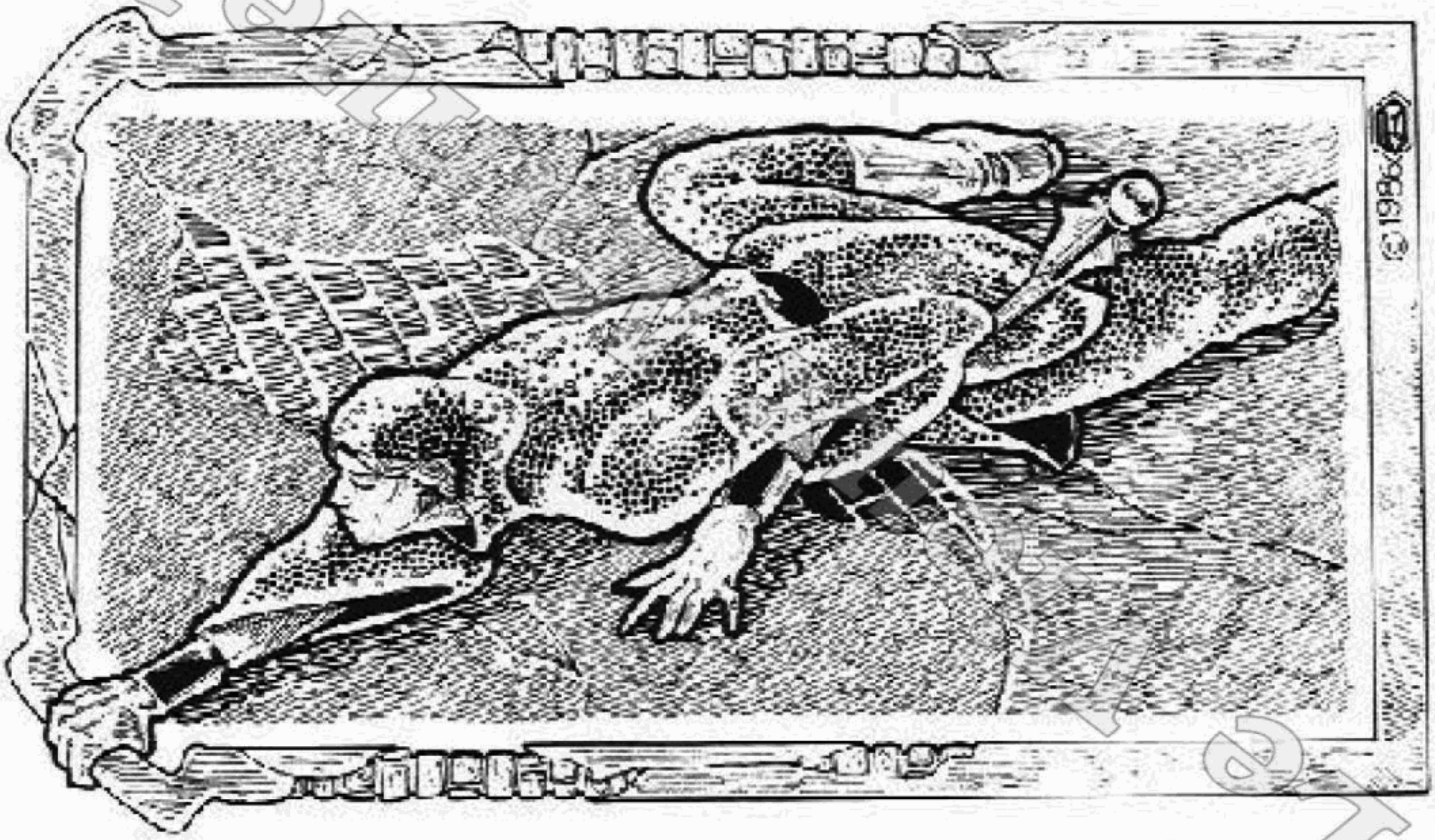
* HP gained per Level.
** Number of Levels to gain an attack.

And here is an explanation of the races:

Humans: What Humans are is pretty obvious. All Humans start with the Swimming skill. Humans have a small resistance to spells.

Elves: Elves are tall, slender people that are unusually well adapted to using magic. Elves are slightly resistant to some spells and make very good Thieves and Sorcerers. They aren't as tough as the other races, however, and tend to have less

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hit points.

Dwarves: Dwarves are short and stocky and tough. Dwarves are slightly resistant to most spells, but they are especially resistant to poison. They make fair Robbers and good Knights. Dwarves begin the game with the Spot Secret Doors skill.

Gnomes: Gnomes are smaller than dwarves and not near as tough. Gnomes make good spell casters, but they tend to have less hit points than all other races except Elves. Gnomes begin the game with the Direction Sense skill.

Half-Orc: Half-Orcs are a cross between a Human and an Orc. Half-Orcs are the toughest of the races players can choose, but they are also the stupidest. Half-Orcs make excellent Knights and Barbarians, but they are the worst spell casters and Robbers.

Below is a chart that explains the advantages and disadvantages of the five races.

Race	HP Mod	Thievery	SP/Lvl Mod	Skills
Human	0	0	None	Swimming
Elf	-2	10	Src +2	None
Dwarf	1	5	Src/Clrc –1	Spot Secret Doors
Gnome	-1	10	Src/Clrc +1	Danger Sense
Half-Orc	2	-10	Src/Clrc –2	None

The information listed above will be very helpful in creating characters and determining which Races and Classes will make the most effective adventurers. Robbers initially have a Thievery base of 30 plus 2 points per level. Ninjas initially have a Thievery base of 15 and gain 2 points per level.


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Reviewing and Assembling Your Party

Once you have created your characters, you have to put them in your party. If you are just starting the game and have created a custom set of characters, you will need to remove the old characters. Just hit the **R** key and type the function key of the character you want to remove (the first character on the left is number one) or click on the remove icon and click on the portrait of the character you want to remove.

You can only have six characters in your party at any time. You can have some, none, or all of the default characters in the party. It's up to you. To add a character to your party, click on the face of the character or press a number key (1-4). The character will take the next available slot in your party. If you don't see the portrait of the character that you wish to add, use the **UP/DOWN ARROW KEYS** to find it. Don't worry if you select the wrong character—just remove the character as directed above.

If you want to look at a character in your party before you leave the Tavern, just select the function number of the character you wish to view. The leftmost portrait is **F1**, the second is **F2**, and so on. Doing this will bring up a full list of all the character's abilities and equipment.

Finally, if you make a mistake and create a character you don't want, you can delete it. Press the **D** key and the number (1-4) of the character that you want to delete, or click on the delete icon and the portrait of the character you want to get rid of. Remember that any character deleted like this is gone forever, including any equipment the character had in his pack as well.

Once you are satisfied with your party, hit the **ESC** key to begin your adventures!



Adventuring Screen

① **Display Window**: This is where the action of the game takes place. All monsters, objects, and scenery appear here.

② **View Window**: Displays the overhead view of the area you are in if you have the Wizard Eye spell or the Cartography skill. Click on the View Window or press the = key to switch between the View Window and the automap.

③ **Options Icons**: Clicking on these icons or pressing their keyboard equivalents will activate them. For a complete description, see the Adventuring topic.

④ **Character Portraits**: Displays the portraits of your characters. Clicking on a character portrait or pressing a function key will bring up the character screen.

⑤ **Direction Icons**: Click on these icons to move around. You can also use the arrow keys on your keyboard to move.

The game screen has five parts to it. They are the Display window, the View window, the Option icons, the Character Portraits, and the Direction icons. Here is an explanation of each:

Display window: The Display window is where you see all of the action of the game take place. At the edges of the screen are several "party's little helpers". Each of these gargoyles will move in some way when activated to let you know that something is happening. The gargoyle with the wings on the left side of the screen flaps when the Levitate spell is on. The gargoyle on the right side of the screen waves its arm when you are in front of a thin wall and have the Spot Secret Doors skill. The bat on top of the screen will move its mouth when monsters can see you and one of your characters has the Danger Sense skill.

The two gargoyle heads on the left and right of the Display window will shake and nod their heads every time you are confronted with a yes/no or "who will" question and you have the Clairvoyance spell active. If answering the yes/no question will get you treasure and there is no trap, both of the heads will nod. If there is treasure and there is a trap, one of the heads will nod and the other will shake its head. If there is a trap with no treasure, both will shake their heads.

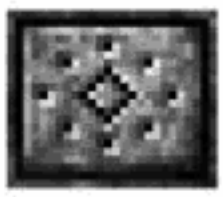
There are also four small gems in the corners of the Display window and a large gem on the bottom of the display. The corner gems will turn green if you have certain protection spells active. The upper left is for fire, the upper right is for electricity, the bottom left is for cold, and the bottom right is for poison. The center gem can be clicked on to bring up the control panel. See the section on the control panel for more information on that subject.

View window: If you don't have the Cartography skill or the Wizard Eye spell, the Swords of Xeen logo will be displayed here. If you have the Cartography skill, and click on the logo, you will see a miniature version of the full automap displayed. If you have the Wizard Eye spell active, you will see a map of the area around you, including places you haven't been to yet. You will be able to toggle between your automap (showing only the places you have been to) and the Wizard Eye spell by clicking on the automap or pressing the = key.

Option icons: There are nine icons just below the View window. These icons will be available for you to click on during normal adventuring, or you can use their keyboard equivalents. Here is a list of what they do:



Shoot (S): All party members equipped with a missile weapon fire in the direction the party is facing.



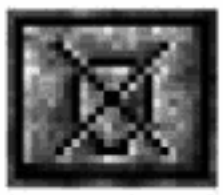
Cast (C): Brings up the Cast Spell window. Click on this icon again or type **C** to cast the readied spell of the spell caster selected. You can change the selected character by clicking on the portrait of the one you want or selecting his function key. You can change the readied spell by clicking on the 'new' button or pressing the **N** key. This will bring up a list of spells available to the selected character. Click on the spell you want to cast or use the arrow keys to select it and press **ENTER**. The spell is now ready to be cast.



Rest (R): Restores the party's hit points and spell points, provided there is at least one unit of food for every member of the party. Resting will turn off most active spells and advance the time by eight hours. Resting where monsters can see you is hazardous to your health.



Bash (B): This command is used when you want to try to break down a locked door or break through a thin wall. The Might of your first two conscious characters is combined and tested against the strength of the door or wall. If yours is higher, the obstacle will bash in. Your characters will take a small amount of damage for doing this.



Dismiss (D): Sends a party member back to the Tavern in Greyhaven and Hart. At least one character must remain in the party.



View Quests (V): Displays the Quest window. See the section on Quests, Items, and Notes for more information.



Automap (M): Displays the map of the area you are currently in. The automap records all the places you have been since you got the Cartography skill.



Information (I): Displays the Game Information window. This window lists the time, date, year, and day of the week. It also shows which spells the party has active, such as Light or Protection From Fire.



Quick Reference (Q): Displays the Quick Reference chart. This chart lists the party's vital statistics, gold, gems, and food.

IMPORTANT

Press the **SPACE BAR** or click on the display window to interact with an object. You must be in the same square as the object.

Character Portraits: The character portraits show pictures of all the characters in the party. You can tell at a glance the current condition of your characters. If they look like they are asleep, they probably are unconscious or asleep. If they look sick, they probably are poisoned or diseased. Each character has a gem below his portrait. This gem will be green if the character is at full hit points. The gem will be yellow if the character is below maximum, red if the character has 25% or less of his hit points left, and blue if the character has zero or less. If the character's hit points have magically increased beyond his maximum, the gem will be silver.

If you click on a character portrait or select a character's function key (the first character on the left uses function key **F1**) you will see a detailed list of the character's statistics. You can find more information about this screen in the Character Screen section.

Direction icons: The direction icons are in the bottom right corner of the screen. If you are using the mouse to get around, click on these to move. The curved arrows will make your party stand still and turn 90°in the direction indicated. The side arrows will make you slide left or right without changing your facing. The direction arrows on the keyboard work the same way. To slide left or right with the keyboard, you must hold the **CONTROL** key down while you press the **LEFT** or **RIGHT** arrow.

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Control Panel

CONTROL PANEL

If you press the **TAB** key or click on the big gem in the middle of the Display Window, you will bring up the Control Panel window. Here is a list of the functions available in the Control Panel:

Effects (E): Turns the sound effects on and off.

Music (M): Turns the music on and off.

Load (L): Allows you to load a previously saved game.

Save (S): Allows you to save the current game in its present location. Your game is also automatically saved whenever you enter a Tavern.

Save As (A): Allows you to save the current game in its present location with a different name.

Quit (Q): Quits the game and exits to DOS.

Help (W): This lets you beg Mr. Wizard to teleport your party to safety. He will take all the gems the party has on hand and return the party to Greyhaven. Think carefully before you use this.



Character Screen



If you click on a character portrait or select the function key of a character, you will find yourself in the Character Screen. Here you will see an icon for each of your character's statistics. Might, Endurance, Speed, Accuracy, Personality, Intelligence and Luck have already been explained. Clicking on these icons will tell you what your current and maximum scores are as well as assigning a rating to your statistic. The other statistics are listed below:



Age: Every character begins the game at age 18. Clicking on this icon will show your character's birthday, his natural age, and his current age. It is possible for a character to be older than his natural age through magical attacks. As your character grows older, some of his statistics will decline.



Level: Shows your character's current level, maximum level, and the number of attacks per round your character receives.



AC: Shows your character's current and maximum armor class. The higher this number, the harder it is to hit your character.



HP: Shows your character's current and maximum hit points.



SP: Shows your character's current and maximum spell points.



Resist: Shows your character's current resistances to spells and elemental attacks. The higher the number, the better the protection. A 100 does not mean immunity from an attack, but will reduce the damage your character takes from that attack considerably.



Skills: Gives a list of the skills your character has accumulated.



Awards: Gives a list of the awards your character has accumulated.



Experience: Shows your current experience points and the number of experience points your character will need for the next level.



Party Gold: Shows how much gold your party has on hand and how much it has in the bank.



Party Gems: Shows how many gems your party has on hand and how many it has in the bank.



Party Food: Shows how many units of food your characters have and how many days that it will last.



Condition: Gives a list of any adverse conditions your character might have and any active protection spells.

Review Manual



Items (I): Selecting this option brings up the inventory screen.



Quick Reference (Q): Displays the Quick Reference chart. This chart lists the party's vital statistics, gold, gems, and food.



Exchange (E): Selecting this option exchanges the position of the character you are viewing with the position of the character you select (**F1-F6**).

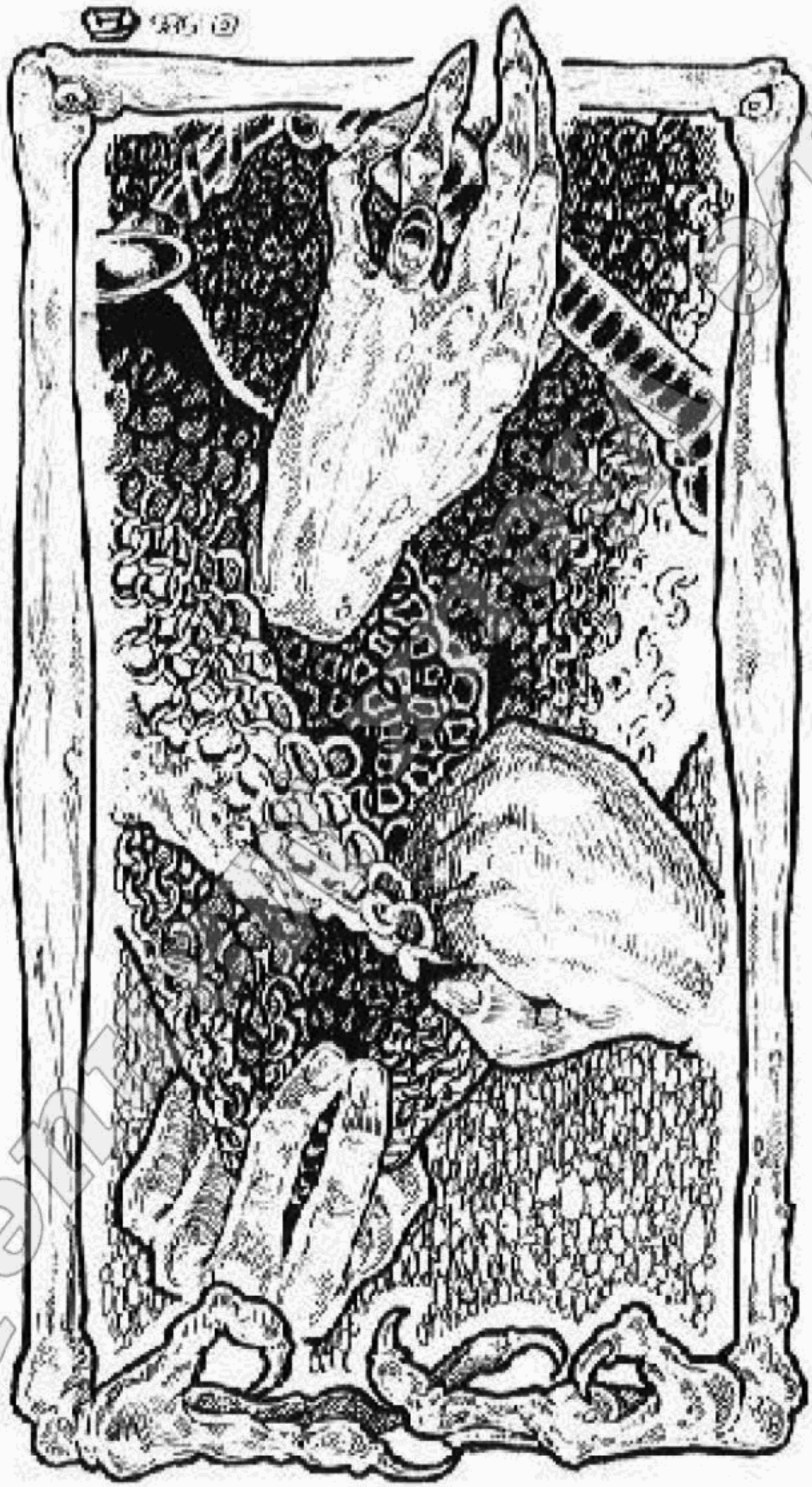


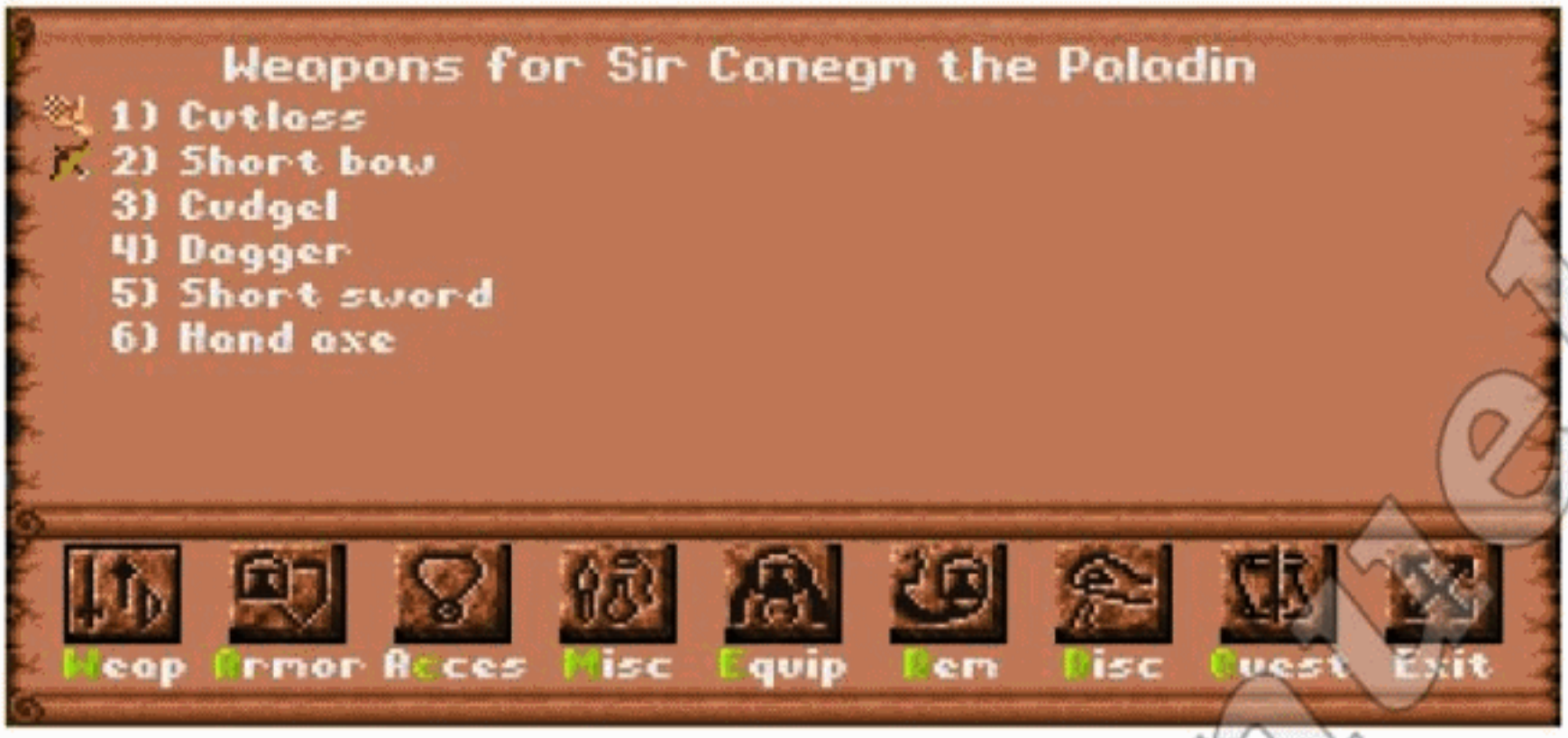
Exit (ESC): Brings you back to the Adventure screen.

Quests, Items, and Notes

If you select the View Quests window from the adventuring screen, you will be presented with 3 choices: Quests, Notes, and Items. Selecting quests will display all of the quests the party is currently involved in. Selecting notes will display all the significant messages the party has encountered. Selecting items will display all of the items the party has that are necessary to complete the game.

There are six Quest items you must have to complete this game. These are called the "Elder weapons". In addition to being Quest items these extremely powerful weapons are also ordinary items that can be assigned to and used by a character. Once wielded by six palladins, they were lost to the forces of evil as their owners fell. The Elder weapons are now hidden throughout Havec in that world's most dangerous locations.





Inventory Screen

Inventory Screen

If you select the inventory screen a list of all the weapons the character has in his backpack will appear. Here is a list of your options in the inventory screen:

Equip (E): Readies a weapon, item, or armor for use. You must equip an item before it will work. You will not be able to equip an item that your character's class cannot use. You also cannot equip three swords or eleven rings, etc.

Remove (R): Unequips an item from your character.

Discard (D): Eliminates an item from your inventory. If you use this command, you will lose this item for good.

Weapon (W): Presents the weapons inventory.

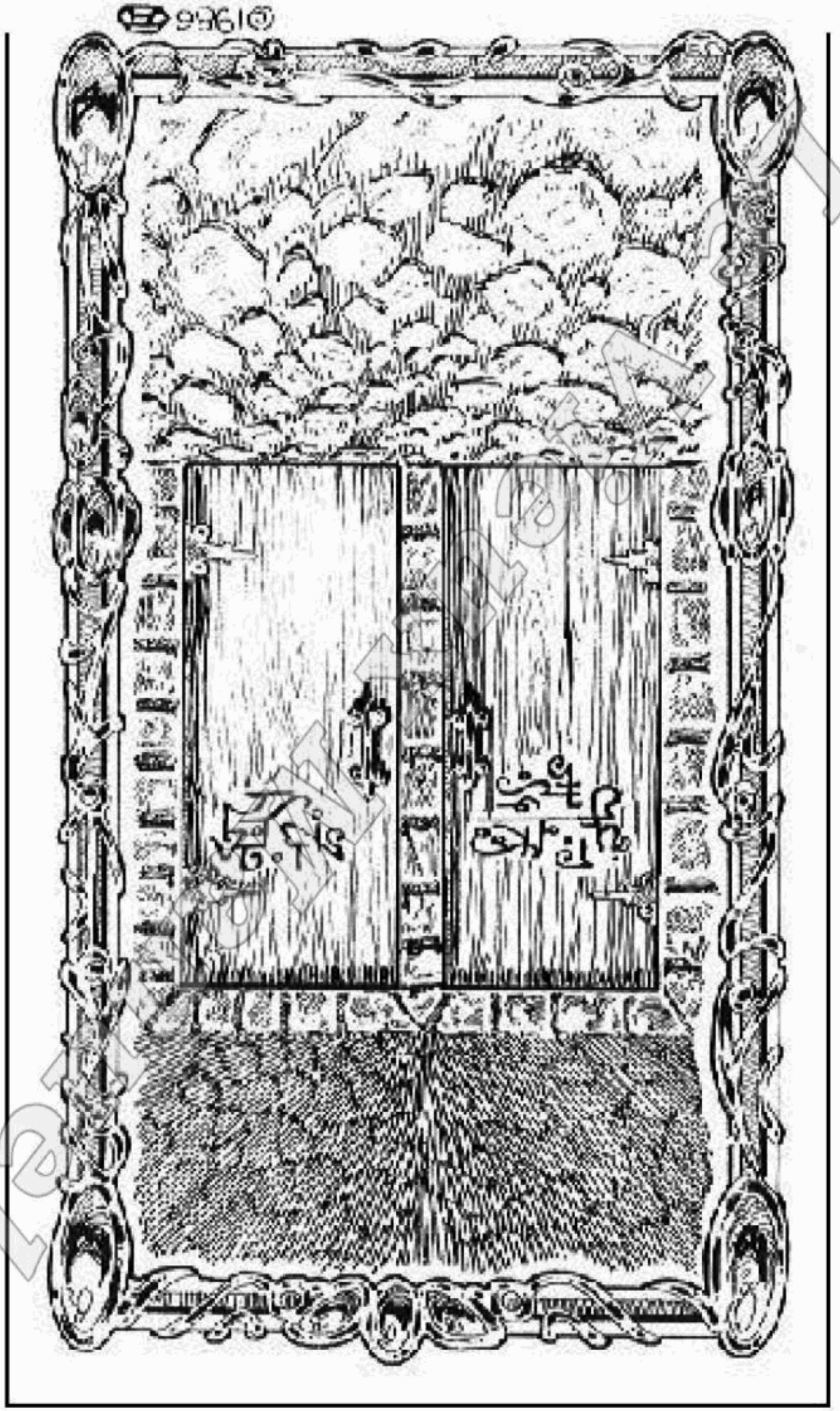
Armor (A): Presents the armor inventory.

Accessories (C): Presents the accessories inventory.

Miscellaneous (M): Presents the miscellaneous items inventory.

Quests (Q): Presents the quest items inventory.

Use (U): If an item has some sort of special use or can cast a spell, you can use it with this command.



Secondary skills

Secondary skills are additional abilities your characters learn during the game. The skills do many different things ranging from improving your ability to hit to letting you detect secret doors. Not all of your characters will start with secondary skills, but any character can learn as many as they can find during the game (Except Thievery – only Ninjas and Thieves may ever have Thievery). Here are a few of the skills you can find:

Thievery: This skill lets you pick locks on chests and doors. This is the only skill that has a rating. The higher the skill, the better your chance of success.

Swimmer: This skill allows your character to swim in water as long as you are close to land. All characters in the party must have this skill for it to work.

Pathfinder: This skill allows you to move through a dense forest. At least two characters must have this skill for it to work.

Mountaineer: Allows you to move over mountains. At least two characters must have this skill for it to work.

Cartographer: Enables the automapping feature. Only one character needs to have this skill before it will work.

Direction Sense: This skill makes the large gem in the center of the adventure screen display your facing. It also will print an arrow that points in the direction the party is facing in the automap.

Spot Secret Doors: Causes a gargoyle on the adventuring screen to wave its arm when the party approaches a thin wall.

Danger Sense: This skill causes the bat at the top of adventuring screen to animate when monsters can see your party.

Arms Master: This skill increases your chance to hit during combat. The amount of the increase is directly related to the level of the character.

Crusader: Allows entrance to certain areas of the game. All party members who wish to enter these areas must possess this skill.



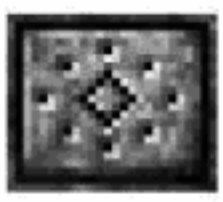
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COMBAT

As you adventure, you will encounter lots of monsters who you will need to defeat. If you begin fighting with some monsters, the combat icons will replace the normal adventuring icons. Here is a list of these new icons, reading from top left to bottom right:



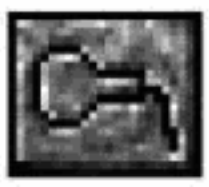
Quick Fight (F): Battles the opponent(s) using the current Quick Fight option settings. Holding down the mouse button while the pointer is on the Quick Fight icon will rapidly run through the party's attacks.



Cast (C): Same as in adventuring mode.



Attack (A): Attacks the targeted opponent with whatever weapon the character has equipped.



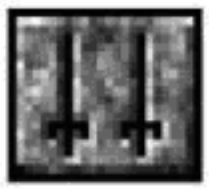
Use (U): Brings up the character's inventory window, where he can equip, remove, or use an item.



Run (R): If successful, the character will run to a safe location nearby and rejoin the party after the battle.



Block (B): Directs your character to try to block the next attack against him.



Quick Fight Option (O): Sets your quick fight option. You can direct a party member to attack, cast a readied spell, block, or run when the quick fight option is selected.



Information (I): Same as in adventuring mode.



Quick Reference (Q): Same as in adventuring mode.

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When the fight begins, your fastest character will be highlighted. You will have the opportunity to select any of the options listed above by clicking on their icons or pressing their keyboard equivalents. After you have finished selecting the option for the highlighted character, a different character will become highlighted.

Whenever you hit a monster, a red splat will appear briefly on the screen. The bigger the splat, the more damage you did to the monster. If you used a spell or an item that does a different kind of damage, the splat may appear as a fire burst, or an electrical charge, or something else.

If there is more than one monster, you can choose which monster you want a character to fight by pressing **1**, **2**, or **3**. This will highlight the name of the monster, letting you know which monster is targeted.

Note that it is possible to trade and equip weapons and armor during combat. Occasionally the need to exchange items between players will arise when faced with adversaries who cannot be harmed by the weapons they are currently equipped with. To accomplish this during combat, simply press the character's function key or click on the character's portrait to call up the Character Screen. Then select the Items option to bring up the Inventory Screen. It is possible to have both a missile weapon and a melee weapon equipped at the same time.

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SPELLS

Clerics, Druids, Sorcerers, Paladins, Rangers, and Archers are able to cast spells. The most powerful spell casters are Sorcerers and Clerics. Druids are next, then Paladins, Archers, and Rangers.

All spells require spell points to cast, and some require gems as well. A character's spell points are partly determined by one of their statistics: Intellect for Sorcerers and Archers, Personality for Clerics and Paladins. Druids and Rangers use both Intellect and Personality to determine spell points. The other factor that determines spell points is the level of the character.

There are two kinds of spells: Cleric and Sorcerer. Most Cleric spells involve healing and protection. Most Sorcerer spells are offensive or utilitarian. Sorcerers and Archers may only cast Sorcerer spells. Clerics and Paladins may only cast Cleric spells. Druids and Rangers may cast both to a limited degree.

Many spells that increase statistics or change your environment, such as Bless or Light, have a limited duration. Such spells will expire when your party rests or with the coming of dawn. You can get the most out of these spells by casting them just after dawn, thus maximizing their duration.

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Acid Spray
Cost: 8 Spell Points
Object: All Visible Monsters
Caster sprays a fine acid mist on all the monsters in front of him, inflicting 15 points of Poison damage on each monster.

Awaken
Cost: 1 Spell Point
Object: Party
Pulls all sleeping party members from their slumber, cancelling the SLEEP condition.

Beast Master
Cost: 5 Spell Points and 2 Gems
Object: 1 Group of Animals
Hypnotizes a group of animals into stillness until they overcome the spell.

Bless
Cost: 2 Spell Points per Level & 1 Gem
Object: 1 Party Member
Improves the armor class of a character by 1 per level of the caster.

Cold Ray
Cost: 2 Spell Points per Level & 4 Gems
Object: All visible monsters
A cone of absolute zero springs from the caster's hand momentarily, inflicting 2-4 points of Cold damage per level of the caster on all visible monsters.

Create Food
Cost: 20 Spell Points and 5 Gems
Object: Party
Creates one unit of food for each living party member.

Cure Disease
Cost: 10 Spell Points
Object: 1 Party Member
Removes the DISEASED condition from a character.

Cure Paralysis
Cost: 12 Spell Points
Object: 1 Party Member
Removes the PARALYZED condition from a character.

Cure Poison
Cost: 8 Spell Points
Object: 1 Party Member
Removes the POISONED condition from a character.

Cure Wounds
Cost: 3 Spell Points
Object: 1 Party Member
Magically cures one character of 15 points of damage.

Day of Protection
Cost: 75 Spell Points and 10 Gems
Object: Party
Simultaneously casts Light, Protection from all elements, Heroism, Holy Bonus, and Bless for the bargain basement price of 75 spell points.

Deadly Swarm
Cost: 12 Spell Points
Object: Group
Surrounds a group of monsters with biting, stinging, burrowing, gouging, and chewing insects, inflicting 40 points of Physical damage on each monster.

Level Manuel

Divine Intervention
Cost: 200 Spell Points and 20 Gems
Object: Party
Heals the entire party of all damage short of ERADICATION.

Fiery Flail
Cost: 25 Spell Points and 5 Gems
Object: 1 Monster
Caster fires a jet of flame at one monster, inflicting 100 points of Fire damage.

First Aid
Cost: 1 Spell Point
Object: 1 Party Member
Magically cures light battle wounds and scrapes, restoring 6 Hit Points to an injured Party Member.

Flying Fist
Cost: 2 Spell Points
Object: 1 Monster
Deals a light blow to a monster, inflicting 6 points of Physical damage.

Frostbite
Cost: 7 Spell Points
Object: 1 Monster
Draws the body heat out of a monster, inflicting 35 points of Cold damage.

Heroism
Cost: 2 Spell Points per Level & 3 Gems
Object: 1 Party Member
Increases the temporary level of a character by 1 per level of the caster.

Level Up Manuel

Holy Bonus
Cost: 2 Spell Points per Level & 1 Gem
Object: 1 Party Member
Increases the damage inflicted by a character when fighting by 1 point per level of the caster.

Holy Word
Cost: 100 Spell Points and 20 Gems
Object: 1 Group of Undead
Completely removes the animating magic of the Undead, returning them to the dust from whence they came.

Hypnotize
Cost: 15 Spell Points and 4 Gems
Object: Group
Like Beast Master, this spell hypnotizes a group of monsters into stillness until they overcome the spell, except that it works on monsters rather than animals.

Light
Cost: 1 Spell Point
Object: Party
Fills a dungeon with a steady, soft light until the party rests.

Mass Distortion
Cost: 75 Spell Points and 10 Gems
Object: Group
Increases the weight of your opponents, effectively removing half of their hit points.

Moon Ray
Cost: 60 Spell Points and 10 Gems
Object: All Visible Monsters and Party
Inflicts 30 points of Energy damage to each monster in sight and cures each party member of 30 points of damage.

Nature's Cure
Cost: 6 Spell Points
Object: 1 Party Member
Heals a character of 25 points of damage.

Pain
Cost: 4 Spell Points
Object: Group
Stimulates the pain centers of your opponent's brains, inflicting 8 points of physical damage.

Power Cure
Cost: 2 Spell Points per Level & 3 Gems
Object: 1 Party Member
Heals a character of 2-12 points of damage per level of the caster.

Protection From Elements
Cost: 1 Spell Point per Level & 1 Gem
Object: Party
Reduces the damage the party receives from the elements. The caster can choose which element this applies to when the spell is cast.

Raise Dead
Cost: 50 Spell Points and 10 Gems
Object: 1 Party Member
Removes the DEAD condition from a character.

Resurrection
Cost: 125 Spell Points and 20 Gems
Object: 1 Party Member
Removes the ERADICATED condition from a character.

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Revitalize
Cost: 2 Spell Points
Object: 1 Party Member
Removes the WEAK condition from a character.

Sparks
Cost: 1 Spell Point per Level & 1 Gem
Object: Group
Envelopes the monsters in an electrically charged gas cloud, inflicting 2 points of Electrical damage per level of the caster.

Stone to Flesh
Cost: 35 Spell Points and 5 Gems
Object: 1 Party Member
Removes the STONED condition from a character.

Sun Ray
Cost: 150 Spell Points and 20 Gems
Object: All Visible Monsters
Shines the intensified light of the sun into all monsters in front of the caster, inflicting 200 points of Energy damage on each monster.

Suppress Disease
Cost: 5 Spell Points
Object: 1 Party Member
Slows the effect of disease on a character, but does not remove the DISEASED condition.

Suppress Poison
Cost: 4 Spell Points
Object: 1 Party Member
Slows the effect of poison on a character, but does not remove the POISONED condition.

Town Portal
Cost: 30 Spell Points and 5 Gems
Object: Party
Teleports the party to the town of your choice.

Turn Undead
Cost: 5 Spell Points and 2 Gems
Object: 1 Group of Undead
Weakens the evil magic that animates the Undead, inflicting 25 points of damage.

Walk on Water
Cost: 7 Spell Points
Object: Party
Allows the party to walk over both shallow and deep water.

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Awaken
Cost: 1 Spell Point
Object: Party
Pulls all sleeping party members from their slumber, cancelling the SLEEP condition.

Clairvoyance
Cost: 5 Spell Points and 2 Gems
Object: Party
Causes the two gargoyle heads on the screen to animate and give advice for certain yes/no decisions, usually chests.

Dancing Sword
Cost: 3 Spell Points per Level & 10 Gems
Object: Group
Similar to Shrapmetal, the dancing sword spell creates hundreds of razor sharp blades that strip the flesh from your foes. Dancing Sword inflicts 6 to 14 points of Physical damage per level of the caster.

Day of Sorcery
Cost: 40 Spell Points and 10 Gems
Object: Party
This spell is a super saver plan that simultaneously casts Light, Levitate, Wizard Eye, Clairvoyance, and Power Shield on all party members.

Detect Monster
Cost: 6 Spell Points
Object: Party
Shows the location of all the monsters near the party.

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Dragon Sleep
Cost: 10 Spell Points and 4 Gems
Object: 1 dragon
Puts a dragon to sleep, much the way a sleep spell puts humans to sleep.

Elemental Storm
Cost: 100 Spell Points and 10 Gems
Object: All Visible Monsters
Pounds all the monsters in front of the party with a storm of magical energy, inflicting 150 points of a random damage type to each monster.

Enchant Item
Cost: 30 Spell Points and 20 Gems
Object: 1 Item
Bestows magical power to an item that has none. The more powerful the spell caster, the better the chance for a powerful item.

Energy Blast
Cost: 1 Spell Point per Level & 1 Gem
Object: 1 Monster
A bolt of pure energy is fired from the caster's clenched fist, inflicting 2 to 6 points of Energy damage per level of the caster.

Etherealize
Cost: 30 Spell Points and 10 Gems
Object: Party
Moves the party one square forward, regardless of barriers. This spell may succeed in areas where the teleport spell fails.

Level Up Manuel

Fantastic Freeze
Cost: 15 Spell Points and 5 Gems
Object: Group
Reduces the temperature of the air around a group of monsters to absolute zero for a moment, inflicting 40 points of Cold damage on each monster.

Finger of Death
Cost: 10 Spell Points and 4 Gems
Object: Group
Bloodlessly slays the opponents the caster points to.

Fire Ball
Cost: 2 Spell Points per Level & 2 Gems
Object: Group
Sets off a fiery explosion within a group of monsters, inflicting 3 to 7 points of Fire damage per level of the caster.

Golem Stopper
Cost: 20 Spell Points and 10 Gems
Object: 1 Golem
Golem stopper deprives a golem of the magic that animates it, inflicting 100 points of damage.

Identify Monster
Cost: 5 Spell Points
Object: Group
Reveals the condition of the monsters the party is fighting.

Implosion
Cost: 100 Spell Points and 20 Gems
Object: 1 Monster
The ultimate in monster killing, Implosion concentrates local gravity inside the targeted monster, annihilating all but the most powerful opponents. Implosion inflicts 1000 points of Energy damage.

Incinerate
Cost: 35 Spell Points and 10 Gems
Object: 1 Monster
Shoots a stream of fire at one monster, inflicting 250 points of Fire damage.

Inferno
Cost: 75 Spell Points and 10 Gems
Object: Group
Engulfs one group of monsters in magical fire, inflicting 250 points of Fire damage on one group.

Insect Spray
Cost: 5 Spell Points and 1 Gem
Object: Group
Coats a group of monsters with a poison specially designed to kill insects.

Item to Gold
Cost: 20 Spell Points and 10 Gems
Object: 1 Item
Converts an item into an amount of gold pieces equal to the value of the item (Merchant skill not included).

Jump
Cost: 4 Spell Points
Object: Party
Puts enough strength into the legs of the party to jump over one square, provided there are no walls of matter or magic. This spell cannot be used in combat.

Levitate
Cost: 5 Spell Points
Object: Party
Imparts weightlessness to the party members, preventing them from falling into pit traps, quagmires, through the clouds, etc.

Light
Cost: 1 Spell Point
Object: Party
Fills a dungeon with a steady, soft light until the party rests.

Lightning Bolt
Cost: 2 Spell Points per Level & 2 Gems
Object: Group
Lightning flashes from the caster's hand, electrocuting monsters for 4 to 6 points of damage per level of the caster.

Lloyd's Beacon
Cost: 6 Spell Points & 2 Gems
Object: Party
This spell allows you to magically return to a place you have already been. Cast the spell once to set the beacon, and again when you wish to return. Each party member may have their own beacon.

Magic Arrow
Cost: 2 Spell Points
Object: 1 Monster
Fires a magical bolt at one opponent, inflicting 8 points of damage of Magical damage.

Mega Volts
Cost: 40 Spell Points and 10 Gems
Object: Group
Mega Volts is an improved version of Lightning Bolt, inflicting 150 points of Electrical damage on a group of monsters.

Poison Volley
Cost: 25 Spell Points and 10 Gems
Object: All visible monsters
Fires 6 poison arrows into each square in front of the party. The arrows do 10 points of Poison damage each.

Power Shield
Cost: 2 Spell Points per Level & 2 Gems
Object: Party Member
Reduces the damage inflicted on a party member by a number equal to the level of the caster.

Prismatic Light
Cost: 60 Spell Points and 10 Gems
Object: All Visible Monsters
Mysterious light springs from the caster's palm, inflicting 80 points of a random damage type.

Recharge Item
Cost: 15 Spell Points and 10 Gems
Object: 1 item
Restores 1 to 6 charges to an item that has at least one charge remaining. There is a slight risk the spell will destroy the item.

Shrapmetal
Cost: 1 Spell Point per Level & 1 Gem
Object: Group
Sprays a group of monsters with sharp metal fragments, inflicting 2 points of Physical damage per level of the caster.

Sleep
Cost: 3 Spell Points and 1 Gem
Object: Group
Puts a group of monsters to sleep until they overcome the spell or are damaged.

Star Burst
Cost: 200 Spell Points and 20 Gems
Object: All Visible Monsters
Includes all monsters in front of the party in a massive explosion, inflicting 500 points of Physical damage on each

monster.

Super Shelter

Cost: 15 Spell Points and 5 Gems
Object: Party

Hides the party from the monsters in unsafe places, permitting them to rest without incident.

Teleport

Cost: 10 Spell Points
Object: Party

Moves the party up to 9 squares in the direction the party is facing, regardless of obstacles.

Time Distortion

Cost: 8 Spell Points
Object: Party

Warps time, giving the party just enough time to run away from a combat.

Toxic Cloud

Cost: 4 Spell Points and 1 Gem
Object: Group

Surrounds a group of monsters with noxious gasses, inflicting 10 points of Poison damage.

Wizard Eye

Cost: 5 Spell Points and 2 Gems
Object: Party

Wizard Eye gives the party a bird's-eye view of their surroundings. The view will appear in the upper right corner of the game screen.

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