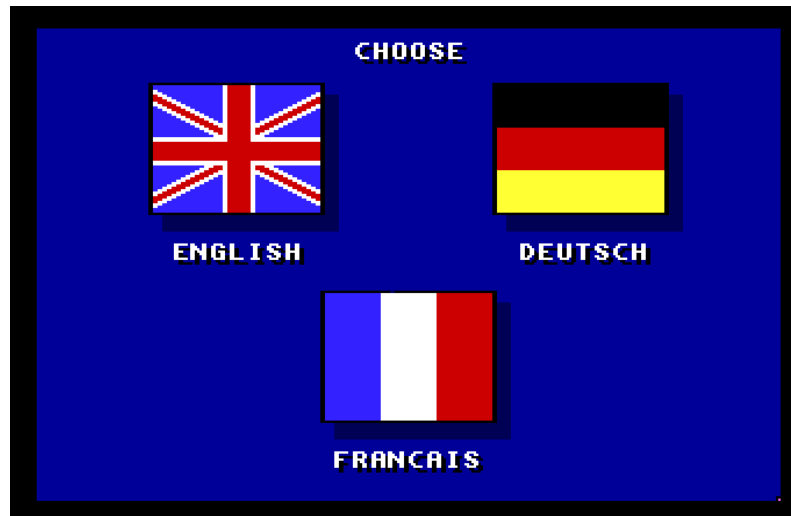


HEROQUEST II

LEGACY OF SORASIL

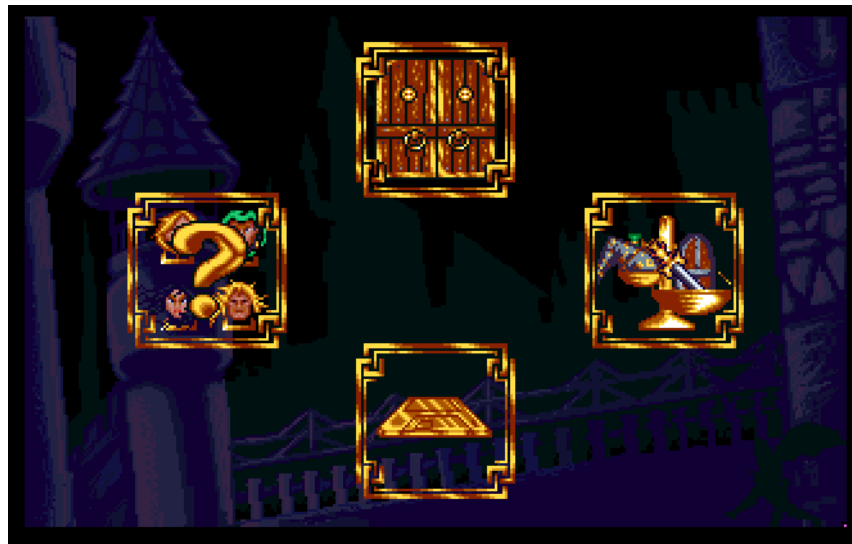


LANGUAGE SCREEN



THIS IS THE FIRST SCREEN YOU WILL SEE AFTER THE GAME HAS LOADED AND INTRO SEQUENCE HAS FINISHED. CLICK ON THE APPROPRIATE FLAG FOR THE LANGUAGE YOU WISH TO PLAY THE GAME IN,(ENGLISH,GERMAN OR FRENCH). ONCE A LANGUAGE HAS BEEN SELECTED, THIS SCREEN WILL DISAPPEAR AND YOU WILL BE TAKEN TO THE MAIN OPTION SCREEN.

MAIN OPTION SCREEN



THERE ARE FOUR OPTIONS, REPRESENTED BY AN ICON THESE ARE EXPLAINED IN DETAIL BELOW.TO SELECT AN OPTION,CLICK ON ITS ICON WITH THE LEFT MOUSE BUTTON.

- 1.MAP SCREEN/PLAY GAME
- 2.CHARACTER MODIFICATION SCREEN
- 3.CHARACTER SELECTION SCREEN
- 4.LOAD/SAVE SCREEN

CHARACTER SELECTION SCREEN

THIS SCREEN ALLOWS YOU TO SELECT UP TO FOUR CHARACTERS TO UNDERTAKE YOUR QUEST.YOU CAN CHOOSE ANY FOUR CHARACTERS YOU WISH.TO SELECT A CHARACTER CLICK ON ONE OF THE DOOR SPACES.USE THE MOUSE TO CLICK ON THE ARROWS LEFT AND RIGHT UNDER THE DOORWAY TO TOGGLE THROUGH THE EIGHT CHARACTERS AVAILABLE.THE ORDER IN WHICH THE CHARACTERS APPEAR IN THE DOORWAYS WILL DETERMINE THE ORDER OF MOVEMENT IN THE GAME.FOR EXAMPLE IF THE BARBARIAN APPEARS IN THE SECOND DOORWAY FROM THE LEFT,HE WILL BE THE SECOND CHARACTER TO MOVE DURING THE GAME:IF THE PALADIN IS IN THE FIRST DOORWAY HE WILL MOVE FIRST IN THE GAME.

IT IS THEREFORE POSSIBLE TO HAVE ANY COMBINATION OF CHARACTERS MOVING IN ANY ORDER.YOU DO NOT NEED TO CHOOSE FOUR CHARACTERS IF YOU DO NOT WISH TO,BUT THE SCENARIOS ARE DESIGNED FOR 4 AND EVEN THEN YOU WILL NEED A GOOD COMBINATION OF BRUTE FORCE AND MAGIC TO SUCCEED.THE FEWER CHARACTERS YOU SELECT,THE MORE DIFFICULT THE SCENARIO.CHOOSE YOUR PARTY OF HEROES WISELY.

TO HELP YOU SELECT,A DESCRIPTION OF EACH CHARACTER AND THEIR TRAITS FOLLOWS. CHARACTERS AND TRAITS THE ABILITIES PRINTED BELOW ARE THE DEFAULTS AND YOU CAN ALTER SOME OF THESE ATTRIBUTES IN THE CHARACTER GENERATION SECTION.

ANGOR:THE BARBARIAN



ANGOR IS A FEARSOME AND WORTHY HERO.A BRUTAL UPBRINGING WITH THE NOMADIC TRIBES IN THE NORTHERN WASTES HAVE MADE ANGOR A CHAMPION SWORDSMAN.ARMED WITH A MIGHTY BROADSWORD,ANGOR SHUNS THE ARMOUR TRADITIONALLY WORN BY MEN OF THE WARRIOR CASTE,OPTING TO USE SPEED AND AGGRESSION AS HIS DEFENCES.ANGOR'S ATTITUDE TOWARDS BATTLE IS A SIMPLE ONE:IF IT MOVES,HIT IT.IF IT DOESN'T MOVE,SHOVE IT OVER AND THEN HIT IT,AND IF NEITHER OF THESE WORKS,THEN IT'S PROBABLY A WALL!

STRENGTH:8

BODY:8

ATTACK:7

DEFENCE:7

PERCEPTION:4

MIND:2

MOVE:10

OAKHEART:THE RANGER



THE FORESTS HAVE TRADITIONALLY PROVIDED RANGERS WITH BOTH THEIR HOMES AND WAY OF LIFE.EXPERTS IN WOODCRAFT AND FOREST LORE,RANGER'S LIVE ON THEIR WITS,AIDED BY THE EAGLE-LIKE PERCEPTION WHICH THEY HAVE DEVELOPED THROUGH A LIFETIME IN THE WILDS.OAKHEART IS AT HOME IN THE WILDERNESS;TRACKING AND WOODLAND MAGIC ARE SECOND NATURE TO HIM.HIS

SWORD PROVIDES ANOTHER WAY OUT OF ANY DANGER IF HIS FORESTING SKILLS FAIL HIM.

STRENGTH:5

BODY:6

ATTACK:5

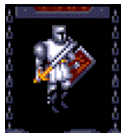
DEFENCE:5

PERCEPTION:10

MIND:4

MOVE:11

HAXAR:THE PALADIN



THE ORDER OF THE KNIGHTS PALADIN ARE BRAVE AND NOBLE CRUSADERS:GUARDIANS OF JUSTICE AND HONOUR,WHOSE HIGH IDEALS MUST BE MAINTAINED AT ALL TIMES THROUGH A SPARTAN EXISTENCE.HAXAR IS A PIOUS KNIGHT,STEADFAST,LOYAL AND DEPENDABLE.PURE IN MIND AND DEED,HE IS A NOBLE COMPANION TO ANY ON THE SIDE OF GOODNESS AND LAW.

STRENGTH:6

BODY:8

ATTACK:7

DEFENCE:6

PERCEPTION:5

MIND:5

MOVE:10

CALORFLAME:THE CLERIC



CALORFLAME IS A PRIESTESS WHO CAN PROVE BOTH A POWERFUL ALLY AND DANGEROUS ENEMY.THE EDUCATION AND TRAINING OF CLERICS INVOLVES RIGOROUS RELIGIOUS AND MILITARY ASPECTS- AFTER ALL,SPREADING THE WORD OF GOD IS NEVER GOING TO BE EASY IN SUCH A LAWLESS WORLD.THUS CLERICS ARE A COMBINATION OF SOLDIER AND SORCERER:FORMIDABLE COMBATANTS WITH LIFE-SAVING SPELLS.BECAUSE OF HER RELIGIOUS CONVICTIONS,CALORFRAME IS FORBIDDEN TO SHED BLOOD AND AS A CONSEQUENCE,UNABLE TO USE EDGED WEAPONS.

STRENGTH:5

BODY:6

ATTACK:5

PERCEPTION:4

MIND:10

MOVE:10

DEFENCE:5

GRIMBEARD:THE FIGHTER



HAILING FROM THE BLUE MOUNTAINS,GRIMBEARD IS AN ELITE DWARVEN WARRIOR ADEPT IN THE WAYS OF WAR.AN EXPERT IN WEAPONS,STRATEGY AND BATTLE TACTICS,THIS MASTER AXEMAN IS ALSO PROFICIENT AT UNCOVERING AND REMOVING TRAPS.GRIMBEARD IS THE MOST FORMIDABLE WARRIOR IN THE HERO'S

COMPLEMENT.HIS COMBATIVE SKILLS ARE BEYOND COMPARE BUT,LIKE THE BARBARIAN,JUST DON'T EXPECT MUCH IN THE WAY OF CONVERSATION.

STRENGTH:9

BODY:9

ATTACK:7

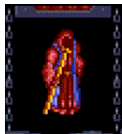
DEFENCE:8

PERCEPTION:7

MIND:2

MOVE:6

RAVENSLOCK:THE WIZARD



RAVENSLOCK IS A SUPREME SORCERER AND LEARNED MAGIC-USER.A GENIUS WHO CALLS UPON HIS AWESOME MIND POWER IN ORDER TO CRUSH HIS FOES.ALTHOUGH PHYSICALLY WEAK,RAVENSLOCK'S MAGICAL POWERS MAKE HIM AN AWESOME OPPONENT.HIS MAGIC CAN WEAKEN OR DEFEAT OPPONENTS WHERE BRUTE STRENGTH WOULD FAIL AND ALTHOUGH WEAK IN COMBAT,THE WIZARD'S POWERS CANNOT BE OVERSTATED.

STRENGTH:4

BODY:4

ATTACK:4

DEFENCE:2

PERCEPTION:6

MIND:14

MOVE:10

STORMBOW:THE ADVENTURER



THE ELVEN ADVENTURER STORMBOW IS A WANDERER WHO HAS BECOME A JACK OF ALL TRADES.A COMPETENT SWORDSMAN,AND SPELL CASTER WITH CURATIVE POWERS;STORMBOW IS A SOLID AND VERSATILE ALL-ROUNDER.HIS VAST EXPERIENCE MAKES HIM SUPERBLY ADAPTABLE WITH NO TASK OR CHALLENGE PROVING TO BE BEYOND THE RANGE OF EXPERIENCE.A WORTHY MEMBER OF ANY COMPANY.

STRENGTH:4

BODY:4

ATTACK:5

DEFENCE:5

PERCEPTION:9

MIND:6

MOVE:12

CELESTE:THE MYSTIC



CELESTE IS A CAPTIVATING BEAUTY.MISTRESS OF THE ELEMENTS AND AN ACCOMPLISHED ENCHANTRESS.LITTLE IS KNOWN ABOUT THIS MYSTERIOUS ELEMENTALIST,BUT SHE CAN PROVE A MATCH FOR EVEN THE MOST FORMIDABLE OPPONENTS USING HER PHENOMENAL POWERS.DESPITE HER MAGICAL PROWESS,SHE IS PRONE TO PHYSICAL ATTACKS,HAVING LIMITED COMBAT SKILLS.

STRENGTH:3

BODY:4

ATTACK:4

DEFENCE:2

PERCEPTION:7

MIND:14

MOVE:10

ONCE YOU ARE HAPPY WITH YOUR PARTY RETURN TO THE MAIN MENU AND ENTER THE CHARACTER MODIFICATION SCREEN.

CHARACTER MODIFICATION SCREEN

EACH CHARACTER RECEIVES 5 EXTRA POINTS THAT CAN BE ALLOCATED IN WHICH EVER WAY YOU WISH TO THE FOLLOWING ATTRIBUTES. BODY COMBAT PERCEPTION STRENGTH MIND THE FIVE POINTS ARE REPRESENTED BY THE CANDLE OF LIFE FORCE ON THE LEFT OF THE SCREEN.YOU CANNOT DECREASE ANY OF THE CHARACTER ATTRIBUTES BELOW THE DEFAULT MINIMUM.TO ALTER AN ATTRIBUTE,MOVE ON TO THE APPROPRIATE ICON.AN UP OR DOWN CURSOR WILL AUTOMATICALLY APPEAR AND EACH TIME YOU CLICK ON THIS,THE LEVEL WILL MOVE UP OR DOWN BY ONE.

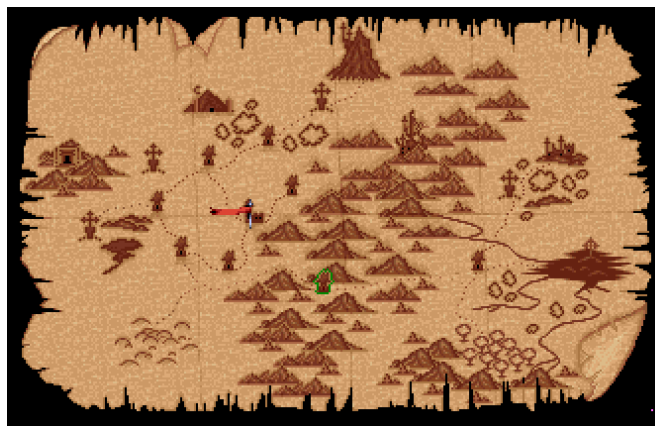


YOU CAN STILL REARRANGE THE LEVELS AFTER THE CANDLE HAS EXTINGUISHED BY TAKING AWAY POINTS AND REALLOCATING THEM IN THE SAME WAY UNTIL YOU ARE HAPPY WITH THE CONFIGURATION. CLICK ON THE CURSORS UNDERNEATH THE CHARACTER ICON TO TAKE YOU TO THE NEXT PARTY MEMBER.

WHEN YOU ARE HAPPY WITH YOUR MODIFICATIONS, CLICK ON THE ARROW AT THE FOOT OF THE PAGE TO RETURN TO THE MAIN MENU.

MAP SCREEN/PLAY GAME

THE MAP SCREEN LOOKS SOMETHING LIKE THIS:



YOUR CURRENT LOCATION WILL BE SHOWN BY A FLAG .THE POSSIBLE DESTINATIONS TO CHOOSE FROM, AT ANY ONE TIME. TO CHOOSE A DESTINATION, CLICK ONTO ONE OF THE ICONS WITH THE MOUSE AND YOUR FLAG ICON WILL MOVE THERE.

YOU WILL NOW BEGIN YOUR NEXT ADVENTURE OR ENTER A TRADING POST. AS WELL AS THE SCENARIOS THAT MAKE UP THE LEGACY OF SORASIL, THERE ARE THREE TRADING POSTS WHERE YOU WILL BE ABLE TO BUY AND SELL EQUIPMENT AND HEAR RUMOURS THAT MAY HELP YOU ON YOUR QUEST. AT THE END OF A SCENARIO YOU WILL BE RETURNED TO THE MAIN MENU.

TRADING POSTS

THERE ARE THREE TRADING POSTS IN LEGACY OF SORASIL, WHERE YOU CAN BUY WEAPONS AND EQUIPMENT OR HEAR RUMOURS THAT MAY AID YOU IN YOUR QUEST.

TO SELL AN OBJECT CLICK ON THE S AND YOU WILL BE PRESENTED WITH A PRICE LIST GIVING THE AMOUNT THE TRADER IS WILLING TO PAY YOU FOR A PARTICULAR OBJECT.

TO SELECT AN ITEM FOR SALE,MOVE THE SCROLL BAR USING THE CURSORS UNTIL THE ITEM IS HIGHLIGHTED. THE ITEM WILL NOW APPEAR NEXT TO YOUR CHARACTER ICON. CLICK ON THE ITEM WITH THE LEFT MOUSE BUTTON,DRAG IT ONTO THE SHOP COUNTER AND CLICK AGAIN TO RELEASE IT. THE ITEM WILL NOW DISAPPEAR FROM YOUR INVENTORY,AND YOUR GOLD TOTAL WILL BE CREDITED BY THE APPROPRIATE AMOUNT.

IT'S WORTH BEARING IN MIND THAT THESE TRADERS BUY LOW AND SELL HIGH. THIS MEANS YOU WILL ALWAYS PAY MORE TO BUY AN ITEM OFF A TRADER THAN HE WILL TO BUY THE SAME ITEM OFF YOU!THAT'S BUSINESS.

TO BUY AN ITEM CLICK ON THE B AND A LIST OF ALL THE TRADERS CURRENT STOCK WILL APPEAR. IF YOU SEE AN ITEM YOU WISH TO PURCHASE,MOVE THE SCROLL BAR UNTIL IT IS HIGHLIGHTED. THE ITEM WILL APPEAR ON THE DESK IN FRONT OF THE TRADER. CLICK ON THE ITEM AND MOVE IT TO YOUR CHARACTER ICON. CLICK A SECOND TIME TO DEPOSIT IT IN YOUR BACKPACK. THE APPROPRIATE AMOUNT OF GOLD COINS WILL BE DEDUCTED FROM YOUR PURSE.

SEVERAL ITEMS ARE SUBJECT TO AVAILABILITY AND A TRADER MAY NOT HAVE THE MORE EXOTIC ITEMS IN STOCK FOR LONG. YOU SHOULD ALSO NOTE THE PRICES OF EACH ITEM. GENERALLY SPEAKING, THE MORE EXPENSIVE THE MERCHANDISE, THE MORE EFFECTIVE IT WILL BE.

FINALLY,REMEMBER THAT NOT EVERY CHARACTER CAN USE EVERY WEAPON.THE MAGE, FOR INSTANCE, WOULD HAVE TROUBLE LIFTING A BROADSWORD, LET ALONE HITTING ANYONE WITH IT! SHOULD YOU BE FOOLISH ENOUGH TO ATTEMPT TO BUY WEAPONS YOU CANNOT USE, DON'T COUNT ON THE TRADER LETTING YOU KNOW, HE IS THERE TO MAKE MONEY, AFTER ALL, HAPPY SHOPPING!

LOAD/SAVE SCREEN

AT THE END OF EACH SCENARIO, YOU WILL RETURN TO THE MAIN OPTIONS SCREEN.

TO SAVE A GAME, CLICK ON THE SAVE BUTTON AND FOLLOW THE ON-SCREEN INSTRUCTIONS. TO SAVE A GAME YOU WILL NEED A BLANK DISK. DO NOT USE YOUR GAME DISKS!

NOTE:YOU ONLY CAN SAVE AFTER A QUEST TO LOAD A SAVED GAME, CLICK ON THE LOAD BUTTON AND FOLLOW THE ON SCREEN INSTRUCTIONS.

IF YOU WISH YOU CAN GENERATE A SET OF CHARACTERS AND THEN SAVE THEM IMMEDIATELY IN THIS SECTION. THIS WILL ALLOW YOU TO RETURN TO THEM STRAIGHT AWAY SHOULD ANYTHING UNFORTUNATE HAPPEN TO THEM ON AN ADVENTURE.

TURN

THE GAME IS DIVIDED INTO TURNS:YOU MOVE YOUR CHARACTERS FIRST THEN THE FORCES OF DARKNESS MOVE THEIRS. EACH OF YOUR CHARACTERS MOVE IN THE ORDER YOU SELECTED AT THE START, AND THERE ARE A RANGE OF OPTIONS EACH CAN CARRY OUT. THESE ARE REPRESENTED BY THE ICONS AT THE FOOT OF THE SCREEN AND DESCRIBED IN DETAIL BELOW. EACH CHARACTER HAS AN ALLOCATION OF 20 ACTION POINTS PER TURN THAT CAN BE USED IN WHICH EVER WAY YOU WISH. COMPLEX ACTIONS WILL EAT AWAY AT THESE POINTS, SO SPEND THEM CAREFULLY.

FOR EXAMPLE:ACTIONS SUCH AS MOVING USE LESS POINTS THAN SEARCHING THE SURROUNDING AREA FOR TRAPS OR TREASURE. AS A RULE OF THUMB, 1 MOVEMENT = 1 ACTION POINT, WHILST A SEARCH COULD COST 10 OR MORE.

YOU WILL OF COURSE ONLY BE ABLE TO CARRY OUT ACTIONS IF YOU HAVE SUFFICIENT POINTS LEFT. BY USING YOUR POINTS WISELY YOU WILL FIND THAT YOU WILL BE ABLE TO MOVE, ENGAGE IN COMBAT, OR CAST A SPELL AND SEARCH FOR TRAPS IN A SINGLE TURN.

THE ACTIONS A CHARACTER CAN CARRY OUT DURING A TURN ARE AS FOLLOWS:

- 1.MOVEMENT
- 2.COMBAT
- 3.MAGIC
- 4.SEARCH FOR SECRET TREASURE
- 5.SEARCH FOR SECRET DOORS/TRAPS
- 6.LOOK AT THE MAP
- 7.OPEN DOORS
- 8.CHECK INVENTORY

THESE ARE REPRESENTED BY THE ICONS IN THE BOOK AT THE FRONT OF THE SCREEN. WHEN AN OPTION IS NO LONGER AVAILABLE TO YOU THE ICON WILL DIM.

WHEN YOU HAVE COMPLETED A CHARACTER'S ACTIVITIES, CLICK THE ARROW AT THE BOTTOM CENTER OF THE SCREEN TO MOVE TO THE NEXT CHARACTER.

WHEN YOU HAVE FINISHED MOVING ALL YOUR CHARACTERS, THE FORCES OF DARKNESS WILL MOVE THEIRS. THE MAP WILL APPEAR ON SCREEN SHOWING THE MOVEMENTS OF ANY MONSTERS AND ANY COMBAT BETWEEN THEM AND YOUR PARTY WILL BE RESOLVED. THE SCREEN WILL THEN DARKEN FOR A FEW SECONDS WHILST THE DATA IS UPDATED AND YOU CAN CONTINUE TO MOVE YOUR CHARACTERS AGAIN.

MOVEMENT

THE PLAYING AREA IS DIVIDED INTO SQUARES AND MOVEMENT INTO EACH SQUARE COSTS 1 ACTION POINT. CHARACTERS CAN MOVE UP TO THEIR MAXIMUM ALLOCATION OF MOVEMENT POINTS PER TURN, BUT THEY DO NOT HAVE TO USE ALL OF THEM. MOVEMENT POINTS ARE DISPLAYED IN THE BOTTOM LEFT HAND CORNER OF THE SCREEN(UNDER THE FOOTPRINTS).

THERE ARE TWO WAYS OF MOVING A CHARACTER: FIRSTLY, USING THE MOUSE, CLICK ON ONE OF THE FOUR DIRECTION ARROWS TO MOVE YOUR CHARACTER IN THE DIRECTION YOU WISH. THE DIRECTIONS AVAILABLE TO YOU ARE HIGHLIGHTED, OBVIOUSLY YOU WILL BE UNABLE TO WALK THROUGH A TREE FOR EXAMPLE. YOU CAN CHANGE DIRECTION AS MANY TIMES AS YOU WISH BY SIMPLY CLICKING ON A DIFFERENT DIRECTIONAL ARROW.

SECONDLY, IF YOU KNOW HOW MANY MOVEMENT POINTS YOUR CHARACTER HAS YOU CAN USE THE MOUSE TO CLICK ON A SQUARE YOU WISH THAT THE CHARACTER TO MOVE TO. THE CHARACTER WILL THEN MOVE TO THAT SQUARE USING THE MINIMUM NUMBER OF MOVEMENT POINTS POSSIBLE.

YOU DO NOT HAVE TO USE YOUR MOVEMENT POINTS ALL AT ONCE. YOU CAN, FOR EXAMPLE, MOVE, ENGAGE IN COMBAT OR SEARCH AND THEN MOVE AGAIN, BUT REMEMBER YOU WILL BE RESTRICTED BY THE AMOUNT OF ACTION POINTS YOU HAVE USED DURING YOUR TURN.

A CHARACTER MAY NOT MOVE DIAGONALLY NOR MOVE ONTO AN OCCUPIED SQUARE. YOU CAN MOVE THROUGH A SQUARE OCCUPIED BY A FELLOW PARTY MEMBER ONLY IF THERE IS ROOM FOR YOU TO EXIT THAT SQUARE. YOU MAY NEVER OCCUPY NOR MOVE THROUGH A SQUARE WITH A MONSTER IN IT.

COMBAT

COMBAT IS SPLIT INTO TWO STAGES: ATTACK AND DEFENCE, BUT BOTH ARE MODERATED BY THE COMPUTER. TO ENGAGE AN ENEMY IN COMBAT YOU MUST STAND ON A SQUARE ADJACENT TO THEM AND, USING THE LEFT MOUSE BUTTON, CLICK ON THE SWORD ICON AT THE FOOT OF THE SCREEN. THE CURSOR WILL NOW CHANGE INTO A SWORD. SIMPLY POINT THE SWORD ONTO THE ENEMY YOU WISH TO FIGHT AND THE COMPUTER WILL RESOLVE COMBAT. IF YOUR CHARACTER STRIKES AN OPPONENT THREE TIMES DURING AN ATTACK ROUND, THIS INDICATES THAT COMBAT WAS SUCCESSFUL AND THAT A HIT HAS BEEN MADE AGAINST YOUR OPPONENT.

THE TIME IT TAKES FOR ONE ROUND OF COMBAT DEPENDS UPON WHICH CHARACTER IS FIGHTING. THE BARBARIAN AND THE FIGHTER WILL USE UP LESS OF THEIR ACTION POINTS PER COMBAT ROUND THAN THE OTHER CHARACTERS.

YOU CANNOT ATTACK DIAGONALLY, BUT UP TO FOUR CHARACTERS CAN ATTACK THE SAME OPPONENT.

TO SAVE TIME MOVING BETWEEN CHARACTER AND ICON YOU CAN, IF YOU WISH, CLICK ON THE COMBAT ICON WITH THE RIGHT MOUSE BUTTON. FROM THEN ONWARDS, EVERY TIME YOU PRESS THE RIGHT MOUSE BUTTON THE CURSOR WILL CHANGE INTO A SWORD AND YOU CAN PROCEED TO ENGAGE COMBAT IN THE USUAL MANNER.

THE OPTION TO TAKE THIS SHORT CUT IS NOT RESTRICTED TO THE COMBAT ICON, BUT CAN BE USED WITH ANY OTHER ICON(I.E.SPELLS,MAP,SEARCH ETC.)

MAGIC

ALL CHARACTERS CAN USE MAGIC POTIONS AND CERTAIN CHARACTERS ARE ABLE TO USE SPELLS. THE EFFECTIVENESS OF A SPELL OR POTION IS GAUGED BY THE MIND POINTS OF THE CASTER. A POTION OF LIGHTNING BOLT THROWN BY THE BARBARIAN WILL PROVE FAR LESS EFFECTIVE THAN ONE HURLED BY THE MYSTIC AND OF COURSE, DON'T EXPECT THE BIG MAN TO DO MUCH ELSE THAT TURN.

THE GREATER A CHARACTERS INTELLIGENCE THE MORE POTENT THE SPELL OR POTION AND THE LESS TIME IT TAKES TO CAST. TO CAST A SPELL OR USE A POTION CLICK ONTO THE MAGIC ICON. THIS WILL TAKE YOU TO A SCREEN SIMILAR TO THE INVENTORY, BUT INSTEAD OF EQUIPPED AND BACKPACK THIS HAS TWO SECTIONS HEADED POTIONS AND SPELLS (SPELLS CAN BE USED MORE THAN ONCE WHILST POTIONS HAVE ONLY ONE CHARGE). USE THE MOUSE TO CLICK ON THE SPELL OR POTION YOU WISH TO USE:THE CURSOR WILL NOW CHANGE TO A PENTACLE. NOW CLICK ON THE ARROW AT THE BOTTOM RIGHT OF THE SCREEN, THIS WILL TAKE YOU BACK TO THE MAIN PLAYING SCREEN. IF THE SPELL OR POTION YOU ARE CASTING AFFECTS AN AREA OR CAN ONLY BE USED ON THE CASTER THEMSELVES(E.G.POTION OF HEALTH)THE MAGIC WILL NOW WORK AUTOMATICALLY. IF THE MAGIC IS CAST AT A SPECIFIC INDIVIDUAL, THE PENTANGLE WILL REMAIN ON THE SCREEN.

PLACE THE PENTANGLE OVER THE CHARACTER OR MONSTER YOU WISH TO CAST THE SPELL AT AND CLICK THE LEFT MOUSE BUTTON. IF YOU NOW DECIDE NOT TO CAST THE SPELL, CLICK THE RIGHT MOUSE BUTTON. IF YOUR MAGIC WAS SUCCESSFUL THE EFFECTS OF YOUR MAGIC WILL APPEAR ON THE SCREEN.

REMEMBER THE EFFECTIVENESS OF ALL MAGIC IS DEPENDANT UPON THE MINDPOINTS OF THE CASTER; DON'T BE TOO SURPRISED IF THE FIGHTER FAILS TO SEND THE WRAITH TO SLEEP.

FOR A LIST OF MAGIC SPELLS AND THEIR EFFECTS SEE THE SPELLBOOK.

SEARCHING FOR TRAPS/SECRET DOORS

CLICK ON THE DOOR ICON WITH THE LEFT MOUSE BUTTON AND AN ON SCREEN MESSAGE WILL TELL YOU WHETHER YOUR SEARCH HAS BEEN SUCCESSFUL AND IF SO HOW MANY TRAPS/SECRET DOORS YOU HAVE FOUND. CLICK ON THE MESSAGE TO REMOVE IT.

IF YOU HAVE BEEN SUCCESSFUL THE PLAYING SCREEN WILL SHOW THE LOCATION OF THE TRAPS/SECRET DOORS YOU HAVE DISCOVERED IT REMAINS A HAZARD UNTIL IT HAS BEEN DEACTIVATED. TO DO THIS YOU WILL NEED A TOOL KIT.(THE DWARF ALREADY HAS A TOOL KIT IN HIS INVENTORY SCREEN,THE OTHER CHARACTERS MUST BUY ONE).

ONCE YOU HAVE DISCOVERED A TRAP, MOVE YOUR CHARACTER WITH THE TOOL KIT TO A SQUARE ADJACENT TO THE TRAP, SELECT THE TOOLKIT ICON FROM YOUR INVENTORY AND EXIT THE INVENTORY. CLICK ON THE TRAP YOU WISH TO DEACTIVATE WITH THE CURSOR. THE SQUARE IS NOW SAFE TO WALK OVER.

MONSTERS DO NOT SET OFF TRAPS, IT'S UNFAIR BUT TRUE:THEY SET THEM.

A FEW WORDS OF ADVICE; DON'T BE FOOLHARDY AS TRAPS ARE JUST AS DANGEROUS TO THE SECOND PERSON WHO ACTIVATES THEM AS THE FIRST.

SEARCHING FOR TREASURE

THIS IS DONE IN THE SAME WAY AS SEARCHING FOR TRAPS. CLICK ON THE TREASURE ICON AND AN ON SCREEN MESSAGE WILL TELL YOU WHAT YOU HAVE FOUND, WHERE IT WAS HIDDEN AND SHOW AN ICON REPRESENTING THE ITEM YOU HAVE FOUND.

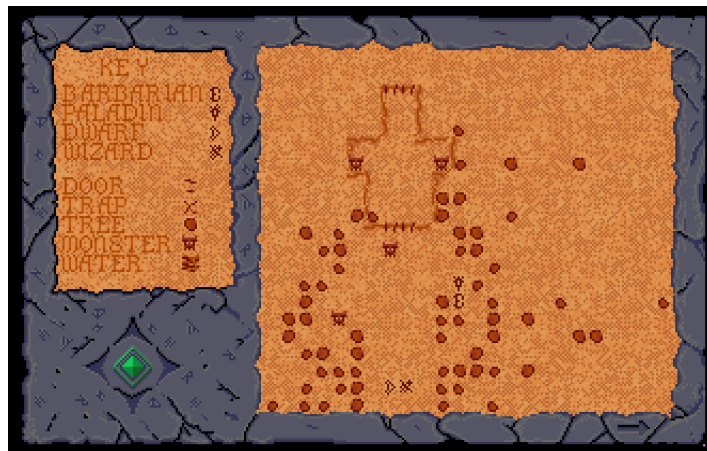
IF YOU HAVE FOUND TREASURE,CLICK THE LEFT MOUSE BUTTON TO DELETE THE ON SCREEN MESSAGE AND YOU WILL FIND THAT THE TREASURE HAS BEEN ADDED TO YOUR GOLD TOTAL/EQUIPMENT LIST IN YOUR INVENTORY. IF YOU HAVE

FOUND A MAGIC ITEM, FOLLOW THE SAME PROCEDURE TO DELETE THE MESSAGE THEN CLICK ON YOUR INVENTORY ICON. YOUR INVENTORY WILL APPEAR WITH THE ICON REPRESENTING THE NEWLY FOUND MAGIC ITEM IN YOUR BACKPACK.

IF YOU CLICK ON THE ITEM WITH THE LEFT MOUSE BUTTON, THE NAME OF THE ITEM WILL APPEAR IN YOUR INVENTORY. YOU CAN CHOOSE TO KEEP IT THERE OR EQUIP YOURSELF WITH IT. ONLY BY EQUIPPING YOURSELF WITH THE ITEM CAN YOU MAKE USE OF ITS POWERS. POTIONS ARE BEST LEFT IN YOUR BACKPACK UNTIL NEEDED.

MAP

CLICKING ON THIS ICON WILL SHOW YOU A MAP OF THE AREA YOU HAVE EXPLORED SO FAR.



IT WILL SHOW THE LOCATION OF MONSTERS AND MEMBERS OF YOUR PARTY (PARTICULARLY USEFUL WHEN THEY ARE ALL SEPERATED BY MILES OF UNDERGROUND TUNNELS).

AT THE END OF EACH TURN THE MAP SCREEN WILL APPEAR SHOWING THE MOVEMENTS OF THE FORCES OF DARKNESS FOR THEIR CORRESPONDING TURN.

LOOKING AT THE MAP COSTS YOU NO ACTION POINTS. YOU CAN SCROLL AROUND THE MAP BY USING THE FOUR ARROWS IN THE BOTTOM RIGHT HAND CORNER OF THE SCREEN. THIS WILL TAKE YOU THROUGH THE KNOWN AREAS OF THE MAP. ALSO BY CLICKING THE CIRCLE IN THE MIDDLE OF THE ARROWS, YOU CAN CENTRE THE MAP ON THE CHARACTER CURRENTLY LOOKING AT IT.

TO LEAVE THE MAP,CLICK ON THE ARROW IN THE BOTTOM RIGHT HAND CORNER OF THE SCREEN.

OPENING DOORS

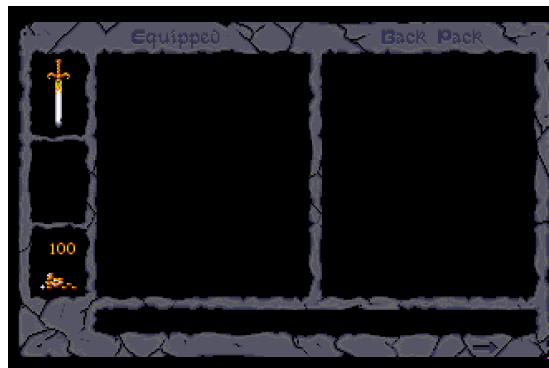
TO ENTER OR LEAVE A ROOM CHARACTERS MUST USE THE DOOR (UNLESS THEY HAVE SOME MAGICAL MEANS AVAILABLE). TO OPEN A DOOR STAND ON THE SQUARE IN FRONT OF IT AND CLICK ON THE KEY ICON WITH THE LEFT MOUSE BUTTON. THE SAME PROCEDURE CAN BE USED TO CLOSE AN OPEN DOOR.

OPENING A DOOR DOES NOT USE UP ANY MOVEMENT POINTS AND A CHARACTER CAN STILL MOVE IF THEY HAVE ANY MOVEMENT POINTS LEFT FOR THAT TURN. ONCE OPENED A DOOR REMAINS OPEN FOR THE ENTIRE GAME OR UNTIL A CHARACTER SHUTS IT. THE COST IS ALWAYS 1 ACTION POINT.

NOTE:SHOULD THE CHARACTER BE ADJACENT TO MORE THAN ONE DOOR, THEN THEY WILL OPEN THE ONE DIRECTLY IN FRONT OF THEM.

INVENTORY

CLICKING ON THIS ICON WILL TAKE YOU TO THE FOLLOWING SCREEN.



THIS IS THE INVENTORY SCREEN AND IT LISTS THE EQUIPMENT YOUR CHARACTER POSSESSES AND WHERE THEY ARE CARRYING THAT EQUIPMENT. THE TOP AND MIDDLE BOXES ON THE LEFT ARE WHERE WEAPONS ARE PLACED WHEN NOT IN USE, THE BOX BELOW TELLS YOU HOW MUCH GOLD THE CHARACTER HAS. NEXT TO THESE ARE TWO LARGE BOXES EQUIPPED AND BACKPACK.

ITEMS NOT CURRENTLY IN USE BY THE CHARACTER,CAN BE STORED UNTIL NEEDED IN THE BACKPACK. IN ORDER TO USE EQUIPMENT SUCH AS A WEAPON OR

MAGICAL ITEM, CHARACTERS MUST EQUIP THEMSELVES. TO DO THIS, PRESS THE LEFT MOUSE BUTTON TO CLICK ON THE ITEM YOU WANT TO EQUIP THE CHARACTER WITH, DRAG THE ICON INTO THE EQUIPPED SECTION OF THE SCREEN AND PRESS THE LEFT MOUSE BUTTON AGAIN TO RELEASE THE ITEM.

AT THE FOOT OF THE SCREEN IS A PANEL. IT IS USUALLY BLANK BUT IF YOU CLICK ON AN ITEM WITH THE MOUSE, ITS NAME WILL APPEAR IN THIS PANEL AND REMAIN UNTIL THE LEFT MOUSE BUTTON IS CLICKED AGAIN.

TO RETURN TO THE MAIN PLAYING SCREEN, USE THE MOUSE TO CLICK ON THE ARROW IN THE BOTTOM RIGHT CORNER OF THE SCREEN. CHECKING YOUR INVENTORY COSTS NO POINTS.

BOOK OF MAGIC (*FIRE*)

BALL OF FLAME

THIS SPELL CAN BE CAST AT ANY ONE MONSTER OR CHARACTER. IT WILL INFLICT 2 BODY POINTS OF DAMAGE UPON THE VICTIM.

FLAME OF HEALING

THIS SPELL WORKS ON ONLY THE CASTER OR THEIR FELLOW HEROES AND WILL RESTORE UP TO 4 POINTS OF BODY DAMAGE.

WALL OF FIRE

CREATES A 1 SQUARE WALL OF FIRE FOR A DURATION OF 2 TURNS. ANYONE WHO CROSSES THAT SQUARE WILL SUFFER 3 POINTS OF BODY DAMAGE.

FEAR

THIS SPELL CAUSES THE VICTIM TO COWER IN FEAR OF THE CASTER, RENDERING HELPLESS FOR 1 TURN.

COURAGE

CAUSES THE TARGET'S COMBAT LEVEL TO BE DOUBLED DURING THE NEXT TURN. (COURAGE IS EFFECTIVE ON EITHER THE CASTER OR ANY OF THE OTHER PARTY MEMBERS).

BOOK OF MAGIC (AIR)

LIGHTING BOLT

THIS SPELL CAN BE CAST AT ANY ONE MONSTER OR CHARACTER. THE VICTIM WILL RECEIVE 2 BODY POINTS OF DAMAGE.

TEMPEST

WILL CAUSE THE VICTIM TO BE ENGULFED BY A WHIRLWIND, THE FORCE OF WHICH WILL CAUSE THEM TO MISS THEIR NEXT TURN.

SWIFT WIND

WILL DOUBLE THE MOVEMENT POINTS OF ANY CHARACTER FOR 1 ROUND.

HEALING WIND

THESE REVITALISING WINDS WILL RESTORE UP TO 6 BODY POINTS ON EITHER THE CASTER OR FELLOW CHARACTER.

DETECT TRAPS

WILL FIND ALL SECRET DOORS AND TRAPS IN A 10 SQUARE RADIUS.

BOOK OF MAGIC (WATER)

WALL OF WATER

CREATES A 1 SQUARE WALL OF WATER FOR A DURATION OF 2 TURNS. ANYONE CROSSING THAT SQUARE WILL LOSE THERE BODY POINTS.

WATER OF HEALING

RESTORES UP TO 4 BODY DAMAGE TO AILING HEROES.

SLEEP

SENDS THE VICTIM INTO A DEEP SLEEP UNWAKEABLE SLUMBER FOR 1 TURN, MAKING THEM UNABLE TO DEFEND THEMSELVES.

RUST

CAST ON ANY INDIVIDUAL, THIS SPELL WILL RENDER ANY METAL WEAPON THEY CARRY UTTERLY USELESS.

DEMORALISE

TERRIFIES THE ENEMY MAKING THEM UNABLE TO LAUNCH AN ATTACK. DEMORALISED MONSTERS AND CHARACTERS, HOWEVER STILL DEFEND AS NORMAL.

BOOK OF MAGIC (EARTH)

ROCKSKIN

MAKES THE INDIVIDUAL IMPERVIOUS TO PHYSICAL ATTACK FOR 1 ROUND.

HEAL BODY

REJUVENATES INJURED HEROES TO THE TUNE OF UP TO 4 BODY POINTS.